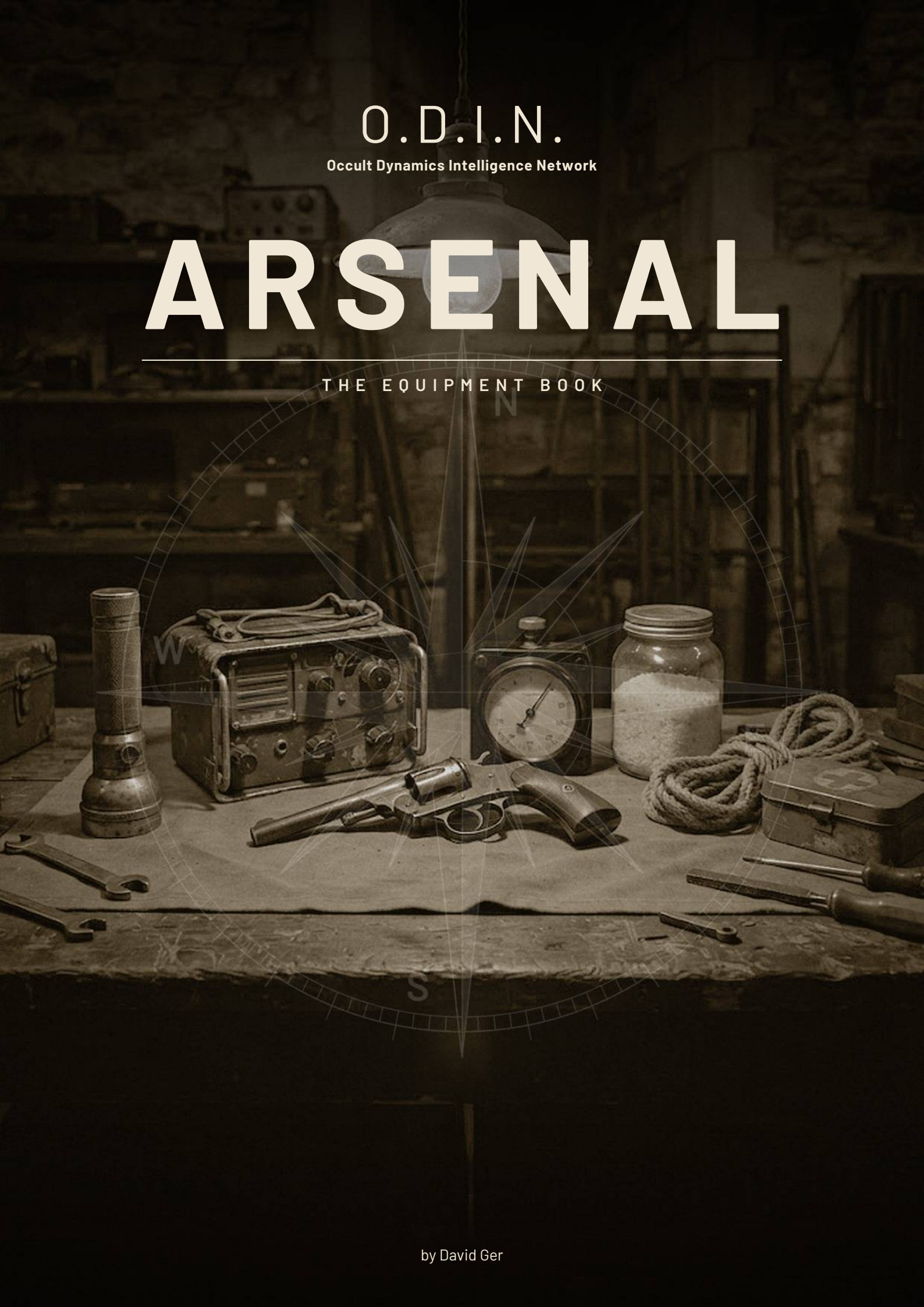
O.D.I.N.

Occult Dynamics Intelligence Network

ARSENAL

THE EQUIPMENT BOOK



by David Ger

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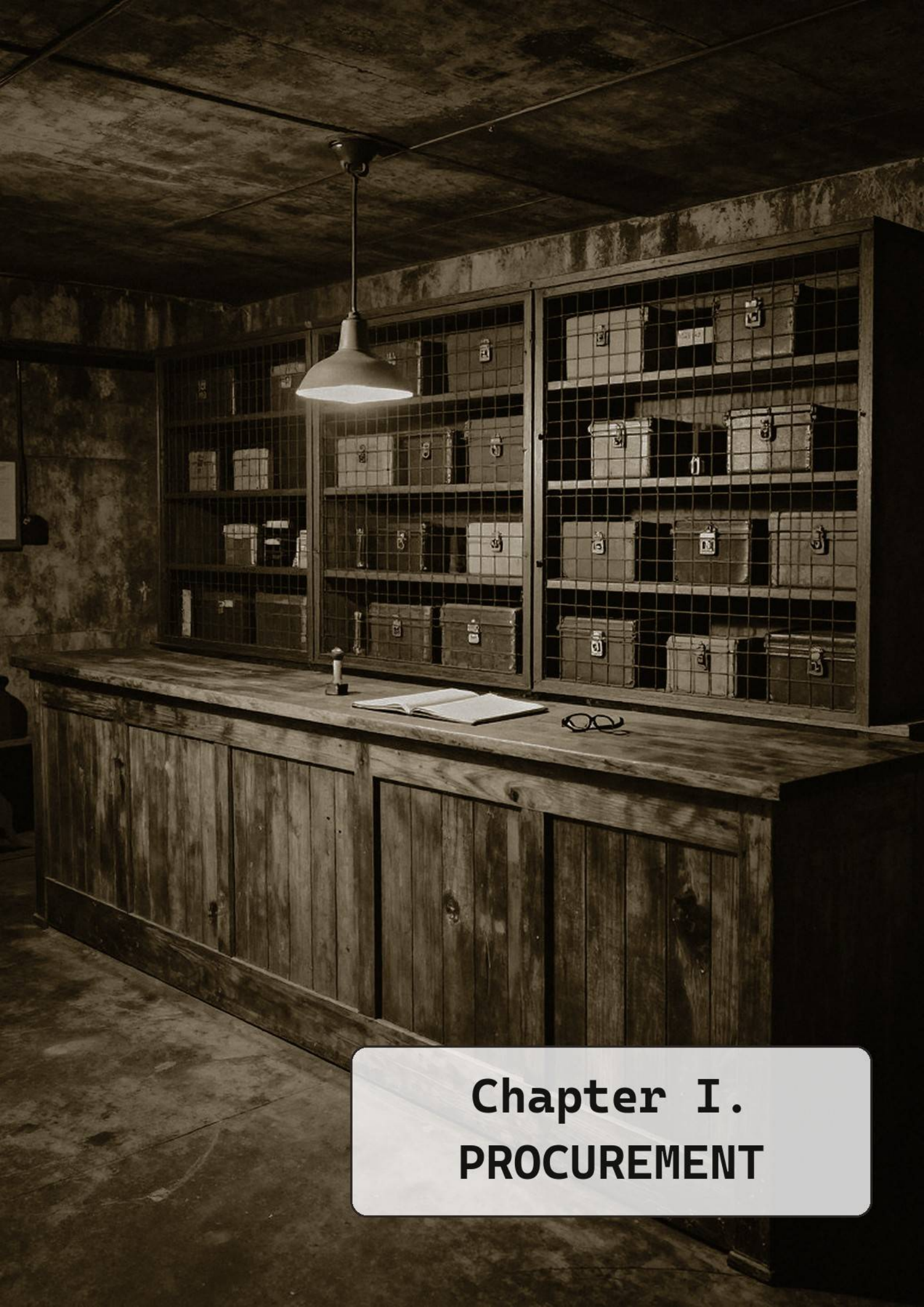


Chapter I.
PROCUREMENT

Procurement

"Sign here. And here. And if you lose it, you write me a report I'll enjoy reading."
Quartermaster, Hold-4

This book expands Chapter X of the Core Rulebook. There you find the two funds, requisitioning service equipment, the handler's trust, contacts and favours. Here are around two hundred new items, rules for the black market, for equipment condition, for ammunition types and for modifications, and a look into O.D.I.N.'s workshop.

All prices are guide values for Europe in 2026. Availability follows the levels of the Core Rulebook: Very common, Common, Rare, Very rare, Not for sale. What is not for sale is only available as service equipment.

Where Equipment Comes From

An agent has four ways to get something.

Way	What you get	What it costs
Shop	Very common and Common, legal or with papers	Price from private funds
Requisition	everything up to rank level, service equipment	waiting time and report; beyond rank or without waiting time only with Trust
Contact	Rare, sometimes Very rare	a favour or CHA + Contacts
Black market	almost everything except Not for sale	double the price and a risk

The Black Market

Where the shop has nothing and the handler releases nothing, the black market remains. It has almost everything, only nothing that comes from O.D.I.N.'s workshop. Whoever is offered service equipment there has a lead, not a purchase.

```
RULE: BLACK MARKET
Finding a dealer: CHA + Contacts or MAN +
Deception, difficulty by availability. Common
Easy (1), Rare Doable (2), Very rare Hard (3).
The price is twice as high as in the book.
Each success above the difficulty lowers it by
a quarter, down to the book price.
On a botch, the game master rolls D6. 1 to 2:
The goods are bad (condition Worn). 3 to 4:
Someone observed the purchase, police or
another service. 5 to 6: The dealer also sells
to the other side, and the other side now
knows.
```

What comes from the black market is private property. Whoever uses it on an operation and draws attention with it explains it in the report. A bad explanation costs 1 trust, as with expenses.

Condition

Not every weapon is new, not every radio keeps what the packaging promises. Equipment has one of three conditions.

Condition	Effect
Like new	as in the book
Worn	−1 die on tests with the item. On a botch, it fails for the scene
Excellent	+1 die on tests with the item, counts towards the upper limit of +3

Service equipment is like new. What comes from cellars, estates and the black market is often worn. Excellent pieces cost double and are one level rarer. Restoring a worn weapon costs a quarter of the price and one action during downtime, with INT + Craft or Technology against Doable (2).

Ammunition

The ammunition in the Core Rulebook is ordinary. Against what comes through the rifts, it is not always enough. The chapter "Firearms" names special ammunition: salt, iron, phosphorus, stun and others. Incendiary ammunition with crystal dust is issued only by the quartermaster, according to the Soldier class book.

RULE: SPECIAL AMMUNITION

Special ammunition replaces the weapon's effect for one magazine. Whoever changes the ammunition needs an action.

Ammunition only works in weapons of its calibre. Salt and shot shells are only available for shotguns, iron core for pistols, revolvers and rifles.

Each type states which beings it works against. Against other targets it deals the weapon's normal damage, some even less.

Modifications

Silencers, telescopic sights, reinforced stocks: The chapter "Modifications" lists modifications for weapons, armour and equipment.

RULE: MODIFICATIONS

A weapon carries at most two modifications, an armour at most one, a device at most one. According to the Soldier class book, the combat suit of the Tactical Branch carries up to three modifications of its own.

Attaching a modification: INT + Craft, Technology or Engineering against Doable (2), one hour of work. In a Hold's workshop the quartermaster takes over the work and the test, usually with three days of waiting time. Whoever gets on well with them receives a bonus die.

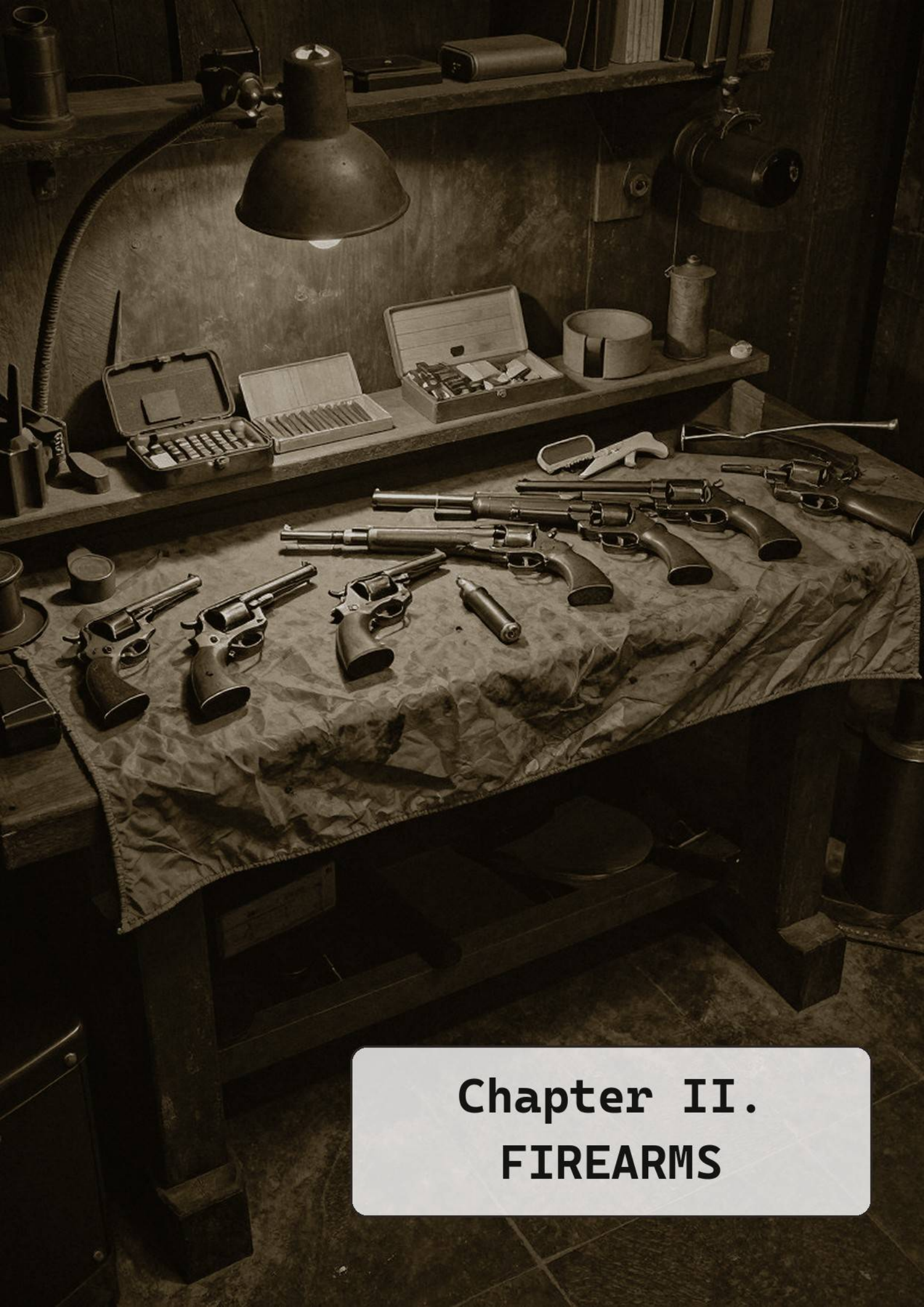
Modifications to service equipment require the quartermaster's approval. Whoever does it without it explains it in the report.

The Workshop

Every larger Hold has a workshop. There, things are repaired, modified and issued that are not available in the shop: iron core ammunition, salt shells, chalk devices, insulated containers. Entries with the availability "Not for sale" come from here. They are requisitioned like all service equipment. Whether the cell receives them is decided by the branch according to the assignment, and the game master sets the waiting time. After the operation they are returned.

The workshop is not the Institute. What the lab coats under Bern develop are prototypes and follow the rules from the Scientist class book. What the workshop issues is tested, boring and reliable. That is how it should be.

"If it's new, go to the Institute. If it needs to work, come to me."



Chapter II. FIREARMS

Firearms

"A revolver does not jam. If it jams, you dropped it."
Quartermaster, Hold-4

Firearms are the tools of most agents. They are reliable, loud and leave traces. Against what comes through the rifts, lead does not always help, but it buys time.

This chapter lists pistols, revolvers, shotguns, rifles, bows, crossbows and heavy weapons. Plus special ammunition, partly made in the workshop, partly procured through the quartermaster.

Pistols and Revolvers

Pistols are the standard weapon in service. Revolvers are rarer, but they do not jam and tolerate rough handling.

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Service pistol .40	3	12	30 m	-	Common	€550
Pocket revolver	2	5	20 m	Concealed	Common	€450
Compact submachine gun	3	25	50 m	Automatic	Rare	€900
Small-calibre pistol .22	1	10	30 m	Precise, Quiet	Common	€500
Derringer	2	2	10 m	Concealed	Rare	€300
Army revolver	3	6	30 m	Slow	Rare	€600
Self-loading pistol .45	4	8	30 m	Slow	Rare	€800
Bolt gun	3	1	5 m	-	Rare	€350
Air pistol	1	20	20 m	Quiet	Very common	€200

- **Service pistol .40.** Police standard, with noticeable recoil. The magazine holds fewer rounds than a 9 mm.
- **Pocket revolver.** The hammer is internal, nothing snags when drawing. Five shots are enough for close range.
- **Compact submachine gun.** More compact than a carbine, but with automatic fire. In the hands of a trained user, a tool for urban combat.
- **Small-calibre pistol .22.** Built for training, with a long barrel. A screwed-on suppressor makes it almost silent.
- **Derringer.** Two barrels, no hammer, barely larger than a purse. For those who need only one shot.
- **Army revolver.** An heirloom with signs of use, but the mechanism still works. The bang is deafening, the effect solid.
- **Self-loading pistol .45.** Large calibre, small magazine. The recoil is heavy, but whoever hits ends the fight.
- **Bolt gun.** Stolen from a slaughterhouse or rebuilt. The bolt only penetrates at the shortest distance, but there is no muzzle flash.
- **Air pistol.** A sports device that fires steel balls. Built for sport and training, against people hardly more than a nuisance.

Shotguns

Shotguns work at short range. With shot they hit even when the hand shakes. With salt or iron they become tools against the supernatural.

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Sawn-off side-by-side shotgun	4	2	10 m	Spread, Concealed	Rare	€700
Over-and-under shotgun	4	2	30 m	Spread, Precise	Common	€1,200

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Drum shotgun	4	12	20 m	Spread	Rare	€1,500
Short police shotgun	4	5	15 m	Spread	Rare	€1,100
Break-action shotgun	4	1	20 m	Spread, Slow	Very common	€300

- **Sawn-off side-by-side shotgun.** The barrels are cut to hand length, the stock often removed. The weapon disappears under a jacket, but spreads widely at range.
- **Over-and-under shotgun.** Barrels one above the other, usually with interchangeable chokes for hunting. A quartermaster: “Good for hunting, too long for service.”
- **Drum shotgun.** The drum magazine holds twelve shotgun shells and makes the weapon front-heavy. Reloading takes time, but twelve shots are twelve arguments.
- **Short police shotgun.** Without a shoulder stock, only with a pistol grip, built for vehicle use. The recoil is heavy, the handling in tight spaces is good.
- **Break-action shotgun.** A simple break-action shotgun, often inherited and patched with tape. Found on farms everywhere, cheap and reliable.

Rifles, Bows and Crossbows

Rifles carry farther and penetrate more. Bows and crossbows are quiet, slow and leave no casings.

Weapon	Damage	Magazine	Range	Properties	Availability	Price
Bolt-action hunting rifle	4	5	200 m	Precise	Common	€900
Lever-action rifle	4	10	50 m	Fast	Common	€1,100
Small-bore rifle	2	10	60 m	Quiet	Very common	€400
Self-loading rifle 7.62 mm	5	20	150 m	Penetration 1, Slow	Rare	€1,800
Personal defence weapon	3	20	60 m	Automatic, Penetration 1	Very rare	€1,800
Double rifle	5	2	60 m	Slow	Rare	€1,400
Compound crossbow	4	1	30 m	Quiet, Slow	Common	€500
Compound bow	3	1	40 m	Quiet	Common	€600
Speargun	3	1	15 m	Quiet	Rare	€800

- **Bolt-action hunting rifle.** Robust repeating rifle, as it is common in rural hunting grounds. The telescopic sight is fixed and included in the basic equipment.
- **Lever-action rifle.** The short reloading motion allows fast follow-up shots without losing sight of the target. Valued by security services for its high reliability.
- **Small-bore rifle.** Practice and farm weapon with low recoil and a quiet shot. Widely used in rural areas of Europe, often retrofitted with a simple telescopic sight.
- **Self-loading rifle 7.62 mm.** Heavy self-loading rifle with a powerful calibre and high penetration. The magazine holds twenty rounds, but makes the weapon front-heavy and sluggish to aim.
- **Personal defence weapon.** Compact weapon for personal protection that uses its own ammunition. The penetration is intended for use against protected targets.
- **Double rifle.** Two heavy barrels, two shots, then reloading is called for. Intended for big game, oversized for anything else and brutal in recoil.
- **Compound crossbow.** Modern crossbow with pulleys that releases the bolt almost without noise. Cocking takes several seconds and requires strength.

- **Compound bow.** Sport bow with high draw weight that delivers arrows silently to the target. Anyone who does not train regularly has difficulty drawing the string cleanly.
- **Speargun.** Compressed air driven harpoon for use underwater. On land the range is short, underwater it is a serious tool.

Heavy Weapons

Heavy weapons are rarely used, loud, conspicuous and need authorisation. Grenade launcher and light MG use STR + Heavy Weapons, the net launcher DEX + Firearms. When they are needed, the operation has escalated.

Weapon	Damage	Magazine	Range	Properties	Availability	Price
40 mm grenade launcher	5	1	100 m	Area 2, Slow	Rare	€2,800
Light machine gun	4	50	100 m	Automatic, Slow	Rare	€1,500
Net launcher	2	1	10 m	Stun	Rare	€1,100

- **40 mm grenade launcher.** Fires 40 mm grenades; with gas grenades, Stun applies instead of Area. The recoil is heavy, reloading takes time.
- **Light machine gun.** Shorter belt feed and more compact than a full machine gun. The quartermaster: “Whoever carries this is no longer an observer.”
- **Net launcher.** Police model that fires a weighted capture net. The impact briefly disorients the target.

Special Ammunition

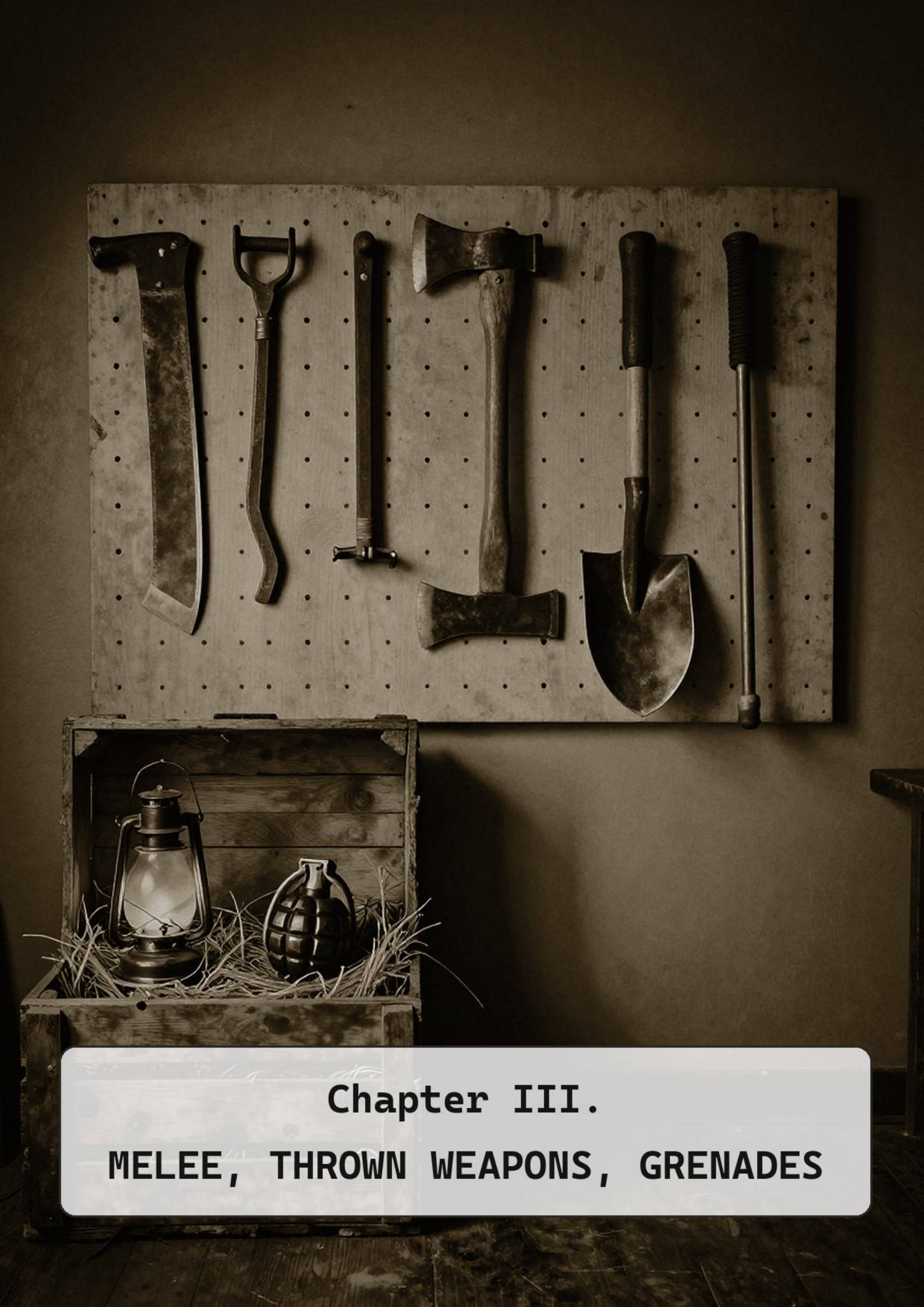
Special ammunition changes a weapon’s effect for one magazine. Some is made in the workshop, others are available from the quartermaster. Iron-core, salt-wax slug, chalk dust marker and magnesium flash round come from the workshop. Soft iron shot, phosphorus, rubber and hollow-point are shop goods.

Ammunition	Calibre	Effect	Works against	Availability	Price
Iron-core ammunition (workshop)	Pistol, Revolver, Rifle	Against the Old, the weapon deals full damage.	the Old	Not for sale	-
Salt-wax slug	Shotgun	Against the Dead and the Old, the weapon deals full damage. Against humans and other targets, it deals no damage.	the Dead, the Old	Not for sale	-
Soft iron shot	Shotgun	Against the Old, the weapon deals full damage.	the Old	Common	€40 per box
Phosphorus incendiary ammunition	Pistol, Revolver, Rifle	The weapon gains the Fire property.	the Transformed	Rare	€120 per magazine
Rubber bullet	Pistol, Rifle	The weapon gains Stun and its damage is reduced by 1 (minimum 1).	the Humans	Rare	€80 per magazine
Beanbag round	Shotgun	The weapon gains Stun and its damage is reduced by 2 (minimum 1).	the Humans	Rare	€60 per box
Hollow-point ammunition	Pistol, Revolver, Rifle	Against targets without armour, +1 damage. Against targets with armour, −1 damage.	all	Rare	€90 per magazine
Hard-core ammunition	Rifle	The weapon gains Penetration 1 (in addition to any existing Penetration).	the Humans	Very rare	€200 per magazine

Ammunition	Calibre	Effect	Works against	Availability	Price
Subsonic ammunition	Pistol, Rifle	With a suppressor, the weapon becomes Quiet (if not already) and its damage is reduced by 1 (minimum 1).	all	Rare	€100 per magazine
Tracer ammunition	Pistol, Revolver, Rifle	After an attack, the shooter gains +1 bonus die on the next attack against the same target in the following round.	all	Rare	€70 per magazine
Chalk dust marker round	Shotgun	The target is marked with chalk dust and suffers −1 die on Stealth tests for one round.	the Voice	Not for sale	-
Magnesium flash round	Shotgun	The weapon gains Stun.	the Dead	Not for sale	-

- **Iron-core ammunition (workshop).** From the workshop, in boxes of 20 rounds. The quartermaster says: “Iron-core is no cure-all, but against what comes from the old stories, it is often the only thing that works.”
- **Salt-wax slug.** A solid slug of compressed salt and wax that does not break up in the barrel. Unlike loose salt, which can clog the shotgun, it also penetrates tougher shells.
- **Soft iron shot.** Since the lead ban in wetlands, soft iron shot is available in every hunting shop. What the dealer does not know: against some beings, the material matters more than the calibre.
- **Phosphorus incendiary ammunition.** Phosphorus incendiary rounds, as also used by special units. Not a custom item, just fire that keeps burning in the wound.
- **Rubber bullet.** For controlled use against people when a taser is not enough. The quartermaster warns: “With this you break ribs, not hearts.”
- **Beanbag round.** A fabric bag filled with lead shot that disperses energy over a wide area on impact. Often more effective against animals than pepper spray, less lethal against humans than shot.
- **Hollow-point ammunition.** Deforms on impact and releases more energy. Against protective vests this does little, against unprotected bodies significantly more.
- **Hard-core ammunition.** Rounds with a hardened core that penetrate protective vests. Prohibited for civilians in most countries, but obtainable through roundabout means.
- **Subsonic ammunition.** Flies below the speed of sound and avoids the sonic boom. Only with a suppressor does this make a weapon that cannot be heard at ten metres.
- **Tracer ammunition.** The rounds leave a visible tracer. Useful for directing fire in the dark, but also reveals to the opponent where the shot came from.
- **Chalk dust marker round.** A round that releases a cloud of fine chalk dust on impact. What is invisible is outlined for a moment, long enough to aim.
- **Magnesium flash round.** A bright magnesium flash that comes from the barrel of a shotgun. Against beings that cannot bear light, often more effective than shot.

D6	What else lies in the gun cabinet
1	A box of .40 rounds, half full.
2	A spare magazine for the service pistol.
3	A worn holster for the pocket revolver.
4	A bag of chalk dust.
5	A pack of earplugs.
6	A cleaning rod and a tin of gun oil.



Chapter III.

MELEE, THROWN WEAPONS, GRENADES

Melee, Thrown Weapons and Grenades

"Melee is Plan B. Grenades are Plan C."
Quartermaster, Hold-4

Those who have no distance left need tools for the short range. Melee is quiet, thrown weapons bridge gaps, grenades create space.

Melee Weapons

Melee weapons are quiet, need no ammunition and work even when the torch goes out. Blunt instruments, blades and improvised weapons count as such.

Weapon	Damage	Range	Properties	Availability	Price
Telescopic baton	2	Close	Concealed	Common	€80
Side-handle baton	2	Close	-	Common	€120
Machete	2	Close	-	Common	€40
Crowbar	2	Close	-	Very common	€25
Fire axe	2	Close	-	Common	€90
Bayonet	2	Close	Fast	Rare	€150
Claw knife	1	Close	Concealed, Fast	Rare	€200
Knuckle duster	1	Close	Concealed	Rare	€30
Cosh	2	Close	Stun, Concealed	Rare	€50
Entrenching tool	2	Close	-	Common	€60
Iron knife	1	Close	Concealed	Rare	€250
Sword cane	2	Close	Concealed, Precise	Very rare	€500

- **Telescopic baton.** Collapsed, it disappears in a jacket pocket, a flick is enough to lock it. Quartermasters value it for discreet carry.
- **Side-handle baton.** The side handle allows leverage techniques as taught by the police. It sits heavy in the hand and leaves bruises.
- **Machete.** In the forest it cuts paths, in the cellar it severs tendons. The broad blade rusts quickly if not oiled.
- **Crowbar.** Hardware store goods that opens doors and splits skulls. The curved end provides leverage, the flat end weight.
- **Fire axe.** The pick on the back opens doors, the blade cuts deep wounds. A tool equally useful in fires and break-ins.
- **Bayonet.** Fixed to the rifle it becomes a short lance, in the hand a dagger. Military surplus keeps turning up.
- **Claw knife.** The finger ring prevents loss in melee, the curved blade cuts on the draw. Popular with those who work fast and quiet.
- **Knuckle duster.** Four brass fingers that turn a punch into a weapon. Banned in many countries, but easy to hide.
- **Cosh.** A leather tube filled with lead balls, flexible and heavy. It does not break bones, but reliably takes opponents out.

- **Entrenching tool.** The military entrenching tool has a sharpened edge and serves as a cutting weapon. In field routine it digs latrines, on operations graves.
- **Iron knife.** Forged by a smith without power tools, the iron is free of alloys. Some say the Old gives way to pure iron.
- **Sword cane.** A walking stick of dark wood, inside a narrow blade. On drawing a soft click, then the point is out.

Throwing Weapons

Throwing weapons bridge short distances without the sound of a shot. They range from the throwing net to caltrops.

Weapon	Damage	Range	Properties	Availability	Price
Throwing net	-	Close	Thrown, a target hit loses its next action and frees itself with STR + Athletics against Doable (2)	Rare	€500
Bola	2	10 m	Thrown	Rare	€400
Caltrops	1	Close	Thrown	Rare	€100

- **Throwing net.** Lead weights at the corners pull the net apart as soon as it is thrown. It wraps around people and animals and entangles limbs and equipment.
- **Bola.** Two iron balls connected by a braided rope. When thrown, the rope wraps around the target's legs, best aimed low and not above shoulder height.
- **Caltrops.** Each spike is forged so that one point always faces upwards. A bag of twenty is enough to scatter across a narrow passage.

Grenades and Explosives

Grenades and explosives are for when distance is the better tactic. Incendiary, gas, salt, UV, fragmentation and breaching frames belong in this category.

Name	Damage	Properties	Availability	Price
Thermite grenade	4	Fire, Area 3	Rare	€300
Tear gas grenade	2	Stun, Area 5	Common	€150
Salt grenade	-	Area 5, beings of the Voice, the Dead and the Old lose their next action	Not for sale	-
UV flash grenade	1	Area 5, damage only against the Dead	Not for sale	-
Iron fragmentation grenade	4	Area 5, +1 damage against the Old	Not for sale	-
Molotov cocktail	3	Fire, Area 3	Very common	€10
Door breaching frame	6	Opens a door, double damage against structures	Rare	€500

Name	Damage	Properties	Availability	Price
Signal smoke	-	Area 5, coloured smoke, visible for 3 rounds	Common	€100
Distraction charge	-	Bang after 1 to 10 minutes, guards −1 die on Perception in another direction	Very common	€20

- **Thermite grenade.** A grenade with a thermite filling that burns extremely hot when ignited and also ignites materials that are hard to set alight. The quartermaster only issues it when things really need to burn.
- **Tear gas grenade.** A grenade that sprays a biting irritant on impact. The substance incapacitates opponents for a moment without lasting damage.
- **Salt grenade.** A workshop-made device that spreads a cloud of coarse salt through the room when ignited. Stops the Voice, the Dead and the Old where salt works.
- **UV flash grenade.** Releases an intense UV flash used against the Dead. The workshop only issues it to cells that expect hauntings.
- **Iron fragmentation grenade.** A fragmentation grenade whose fragments are made of pure iron. Against the Old it has the effect of cold iron, without the cell having to forge it itself.
- **Molotov cocktail.** A bottle with an accelerant and a rag as a wick. When thrown, the bottle breaks and the contents ignite.
- **Door breaching frame.** A flexible frame with a cutting charge that blows a door out of its frame in one second. It is placed with INT + Explosives and leaves hardly any splinters.
- **Signal smoke.** A canister of coloured smoke that sends up a widely visible column when ignited. For meeting points and markings from the air.
- **Distraction charge.** A small firecracker with a timer that mainly makes noise. Serves as a distraction or signal without causing real damage.

O.D.I.N. / HOLD-2 / ARMOURY NOTICE

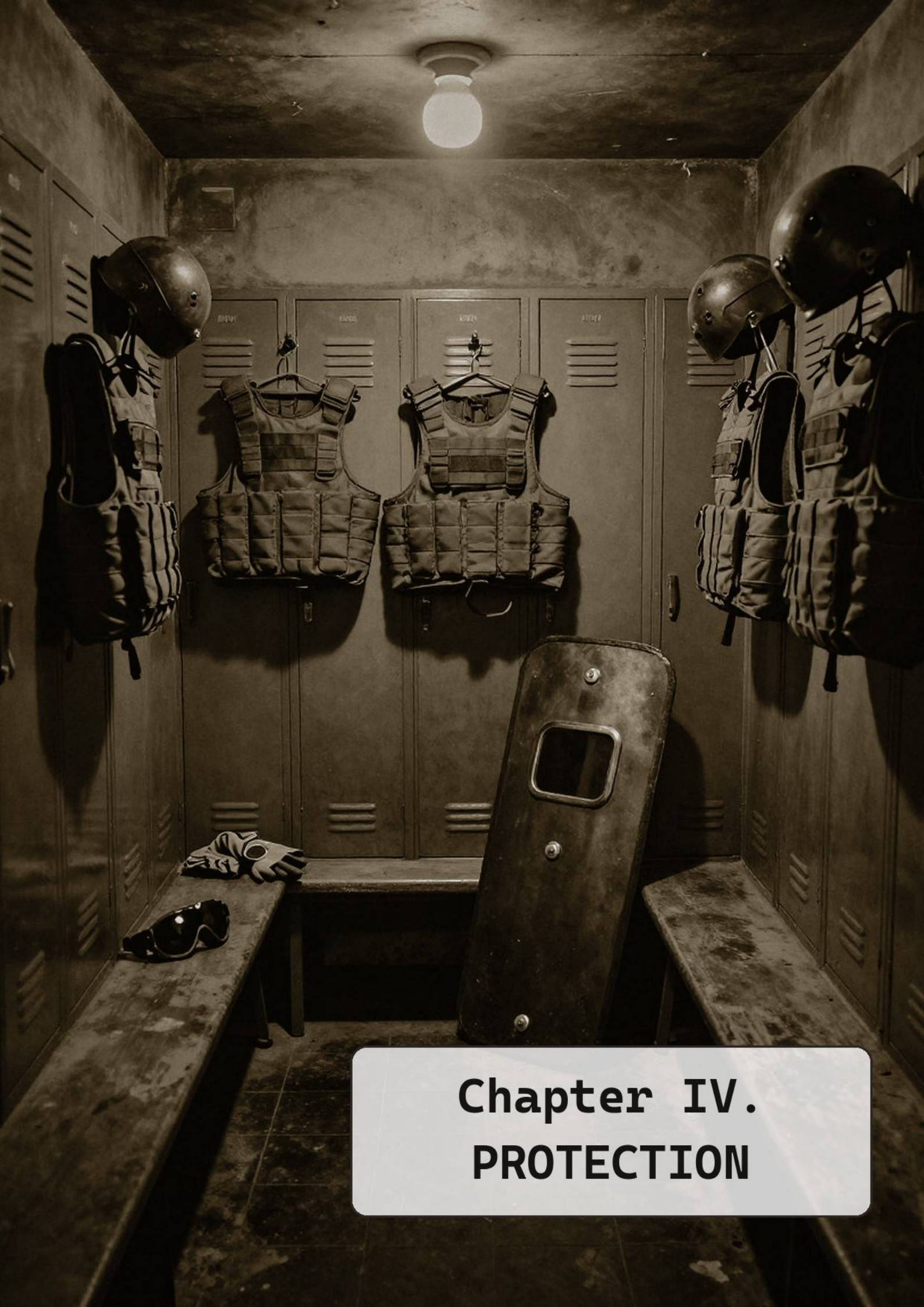
Molotov cocktails are not stored in the Hold. Whoever builds them carries the bottles themselves.

Caltrops do not belong in the corridor. Whoever loses them there sweeps them up.

Salt grenades are only to be issued after approval by the handler.

Whoever pulls a grenade calls “Grenade” first. Even in the basement.

Entrenching tools are cleaned after return. Blood otherwise attracts rust.



Chapter IV. PROTECTION

Protection

"Whoever goes through the door without a vest has already half written the report."
Quartermaster, Hold-4

Protection is the difference between a bruise and an open fracture. What O.D.I.N. hunts comes with claws, teeth, sometimes with tools. Some operations lead into burning houses, irradiated cellars or under the knife.

This chapter lists what O.D.I.N. carries in armour, helmets, shields and protective equipment. Not everything is intended for every agent. What is not for sale is only available as service equipment through the quartermaster.

Armour and Protective Clothing

The entries range from the light concealed vest for everyday use to the bomb disposal suit for defusing. Stab vest, cut-resistant clothing, firefighter protective suit, gas protection suit, lead coat and camouflage suit cover knives, claws, heat, vapours, radiation and inconspicuousness.

Armour	Armour value	Drawback	Availability	Price
Stab vest	1	visible under clothing with Perception Doable (2)	Common	€600
Concealed vest	1	none	Rare	€800
Plate carrier	2	−1 die on Stealth and Acrobatics	Rare	€1,200
Motorcycle suit	1	none	Rare	€600
Firefighter protective suit	2	−1 die on Stealth and Athletics	Rare	€800
Bomb disposal suit	4	−1 die on all DEX tests, carrying capacity +20%	Very rare	€5,000
Cut-resistant clothing	1	−1 die on Stealth	Common	€600
Lead coat	0	−1 die on Stealth	Rare	€1,200
Gas protection suit	1	−1 die on Perception	Rare	€900
Camouflage suit	0	−1 die on Athletics	Common	€400

- **Stab vest.** Vest to protect the torso. Hardly recognisable under a jacket, but visible on close inspection.
- **Concealed vest.** Thin vest made of synthetic fibres that disappears under a shirt. Provides minimal protection without attracting attention.
- **Plate carrier.** Carrier system with hard plates front and back. Heavy and bulky, but effective against gunfire.
- **Motorcycle suit.** Leather suit with protectors on shoulders, elbows and knees. Inconspicuous for everyday use if you ride a motorcycle, but not available everywhere.
- **Firefighter protective suit.** Heat-resistant suit with helmet and gloves. Bulky and conspicuous.
- **Bomb disposal suit.** Full-body protection against explosions and shrapnel. Hardly wearable, quickly hot inside.
- **Cut-resistant clothing.** Trousers and jacket with cut-resistant inserts. Robust, but conspicuous.
- **Lead coat.** Long coat with sewn-in lead lining. Dampens the wearer's aura and gives +1 die on Stealth against the origin the Alien.
- **Gas protection suit.** Full-body suit with filter and hood. The hood restricts vision.
- **Camouflage suit.** Suit with fabric strips and loops for branches. Breaks up outlines in the field and gives +1 die on Stealth, but the strips can be a nuisance when moving.

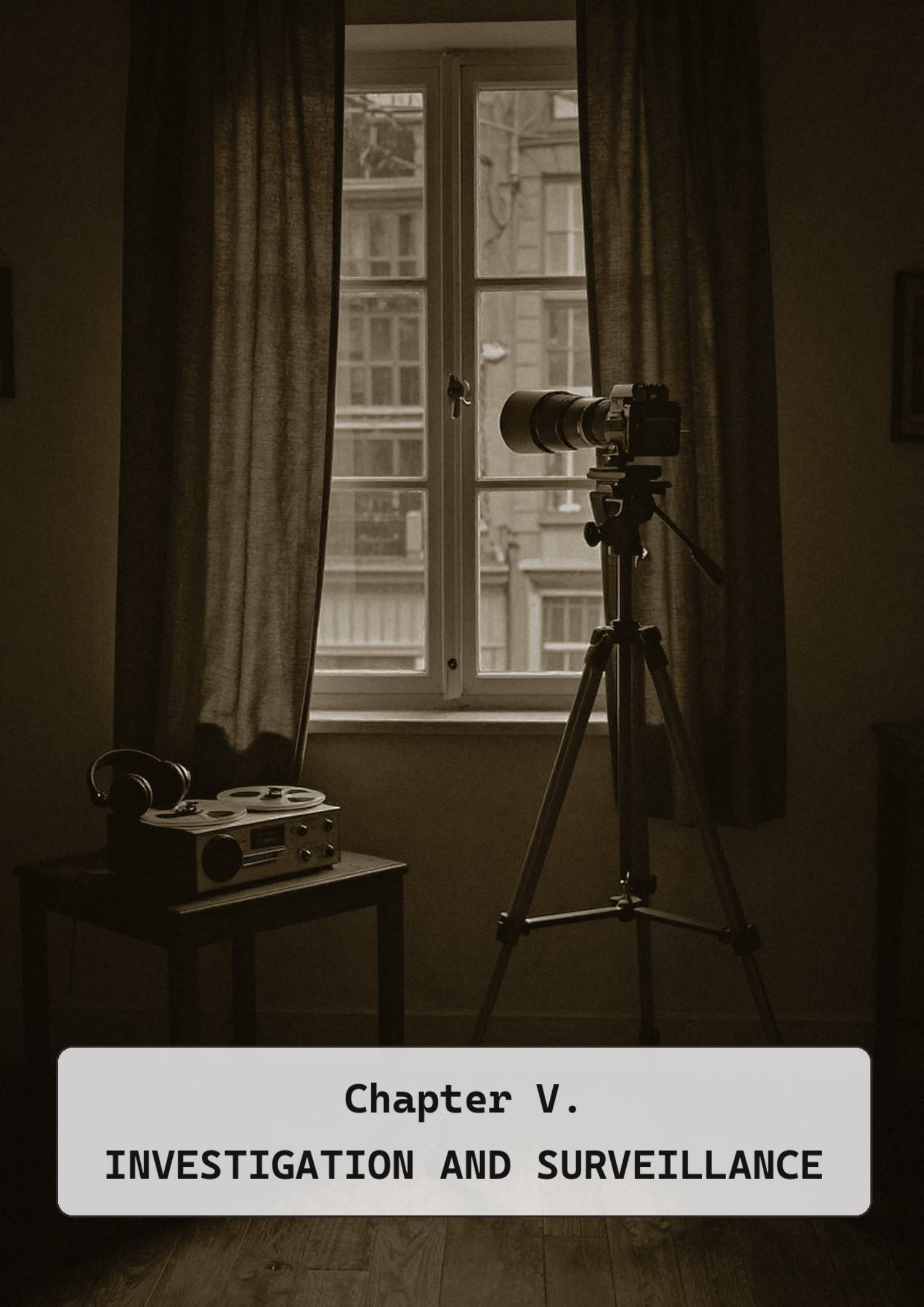
Helmets, Shields and Protective Equipment

The ballistic helmet protects the head, the ballistic shield with viewing window provides cover in open terrain. Protective visor, hearing protection, stab-proof gloves and bite guard arm cover the areas that are hit first in close combat, and the bite guard arm is not a fashion accessory when dealing with returners or colonies. The helmet and the shield are worn in addition to armour: their armour value is added to that of the armour worn, as the Core Rulebook provides for shields. A combat suit with helmet already includes its helmet, so a second helmet adds nothing there.

Item	Armour value	Drawback	Availability	Price
Ballistic helmet	+1	none	Rare	€600
Ballistic shield with viewing window	+2	Restriction: occupies one hand	Rare	€1,500
Protective visor	0	none	Common	€80
Electronic hearing protection	0	none	Common	€250
Stab-proof gloves	0	−1 die on Sleight of Hand	Common	€120
Bite guard arm	0	Restriction: protects only the forearm	Common	€350

- **Ballistic helmet.** Sits close to the head and cushions impacts. Often worn under a balaclava or hood.
- **Ballistic shield with viewing window.** Heavy shield made of composite material, the viewing window made of polycarbonate. Stops rifle fire at short range, but makes everything else with both hands impossible.
- **Protective visor.** Foldable visor made of impact-resistant plastic. Gives +1 die on tests to resist glare or fragmentation effects.
- **Electronic hearing protection.** Dampens gunshots to a tolerable level and amplifies quiet sounds. Gives +1 die on Perception (Hearing) in loud environments.
- **Stab-proof gloves.** Gloves made of cut-resistant fabric with sewn-in plastic plates. Protect against stabs and cuts to the hands.
- **Bite guard arm.** Padded cuff for the forearm, as worn by dog handlers. Absorbs bites and claw strikes without blocking the hand.

```
O.D.I.N. / HOLD-4 / ISSUE SLIP
Recipient: Cadet
Item: stab-proof vest, bite guard arm,
protective visor
Quantity: 1 each
Return: after mission
Quartermaster's note: The visor is not a
mirror. Stop looking at yourself in it.
```



Chapter V.

INVESTIGATION AND SURVEILLANCE

Investigation and Surveillance

"Who measures nothing, only guesses."
Investigator, Hold-9

This chapter collects equipment for work in the field. It is about traces that must be secured, about conversations that must not be held, and about measurements that make the difference between an ordinary crime scene and a rift. The items are intended for deployment, not for the laboratory. They must work when it is dark, when it rains, and when someone is nearby who should not know that O.D.I.N. was there.

Evidence Collection

Whoever leaves a crime scene without having secured it has nothing but a story. This equipment helps to take evidence before it disappears or someone removes it. From the magnetic brush to the cool box for DNA swabs, everything is designed to work even under poor conditions.

Item	Effect	Weight	Availability	Price
Magnetic brush and fingerprint powder	+1 die on Investigation when securing fingerprints.	0.3 kg	Common	€120
Blood trace spray	Investigation test to make blood traces visible, +1 die.	0.5 kg	Common	€80
Trace lamp with colour filters	+1 die on Investigation when searching for traces, makes certain substances visible.	0.8 kg	Rare	€900
Evidence bags with seals	Allows securing evidence without contamination, no test needed.	0.2 kg	Very common	€30
Field microscope with camera	+1 die on Biology or Chemistry when analysing samples.	1.5 kg	Rare	€1,500
Drug and poison rapid test	Allows a Chemistry test to detect drugs or poisons, +1 die.	0.5 kg	Common	€200
Death thermometer with table	Allows a Medicine test to determine time of death, +1 die.	0.2 kg	Common	€150
DNA swab set with cool box	Allows a Biology test to secure DNA samples, +1 die.	2 kg	Common	€300

- **Magnetic brush and fingerprint powder.** The magnetic brush picks up the fine powder without smearing the skin oils.
- **Blood trace spray.** The spray reacts with iron in the blood and glows bluish in the dark.
- **Trace lamp with colour filters.** The lamp has interchangeable filters for different wavelengths. This makes fibres, body fluids and gunshot residue visible that the eye would otherwise miss.
- **Evidence bags with seals.** Transparent bags with adhesive strips and numbered seals. Once closed, any tampering shows traces.
- **Field microscope with camera.** The device fits in a rucksack and provides images at 400x magnification. The camera saves pictures directly to a card.
- **Drug and poison rapid test.** Test strips and reagents for the usual substances. Results in a few minutes, but no quantitative analysis.
- **Death thermometer with table.** The thermometer is inserted into the liver, the temperature compared with the surroundings. The enclosed table converts the cooling into hours.
- **DNA swab set with cool box.** Sterile swabs and tubes, plus a small cool box for transport. The cooling keeps the samples stable for up to 48 hours.

Observation and Listening

Sometimes a quiet look through a window or a microphone on a wall is more effective than any weapon. These devices extend the senses without the agent having to enter the room. From the contact microphone to the indoor drone, the rule is: whoever listens learns more than the one who asks.

Item	Effect	Weight	Availability	Price
Contact microphone	Perception tests to listen through walls gain +1 die.	0.2 kg	Rare	€350
Laser microphone	Allows listening to conversations up to 100 m away through a window pane; Perception test eased by one step.	1.5 kg	Rare	€2,800
Spotting scope with tripod	Negates penalties from great distance for visual observation; set-up takes one action.	2.5 kg	Common	€250
Telephoto camera	Perception tests to recognise details at great distance gain +1 die; allows evidence photos.	1.8 kg	Common	€1,400
Night vision binoculars	Negates penalties from darkness for visual observation; +1 die on Perception in darkness.	0.9 kg	Rare	€2,200
Door peephole reverser	Allows a view through a door peephole from outside to inside; Perception test eased by one step.	0.1 kg	Rare	€120
Indoor drone	Allows reconnaissance indoors from cover; Perception tests via the drone gain +1 die while it is flying.	0.3 kg	Rare	€1,800
Mirror probe	Allows a view around corners and under objects; Stealth tests to observe without detection gain +1 die.	0.4 kg	Common	€60
Tape recorder	Allows recording of conversations; Investigation tests to analyse recordings gain +1 die.	2.0 kg	Common	€300

- **Contact microphone.** A small transducer pressed onto the wall with gel. The quartermaster says: “If you put your ear to the wall, you’ll hear more, but this hears the breath behind it too.”
- **Laser microphone.** An invisible beam scans the pane and translates its vibrations into speech. Comes from a batch originally built for embassy surveillance.
- **Spotting scope with tripod.** A straight-view spotting scope with an extendable tripod. Often set up in hotel window niches when the target lives opposite.
- **Telephoto camera.** A housing with a long lens and image stabilisation. The shutter delay is minimal so that even a face passing by becomes sharp.
- **Night vision binoculars.** Two parallel residual light amplifiers for spatial vision. The quartermaster warns: “Don’t look into the sun, or the tube is done for.”
- **Door peephole reverser.** A small lens system that reverses the optical path of a door peephole. Fits in a shirt pocket and leaves no traces on the frame.
- **Indoor drone.** A palm-sized quadcopter with quiet control via a small pad. The rotors are enclosed so they do not tear curtains.
- **Mirror probe.** A small mirror on an extendable rod, as used by workshops for vehicle inspections. The quartermaster says: “Cheaper than a drone and quieter than a step.”
- **Tape recorder.** A portable reel-to-reel tape recorder with a hand microphone. Analogue tapes are harder to manipulate than digital files, says the quartermaster.

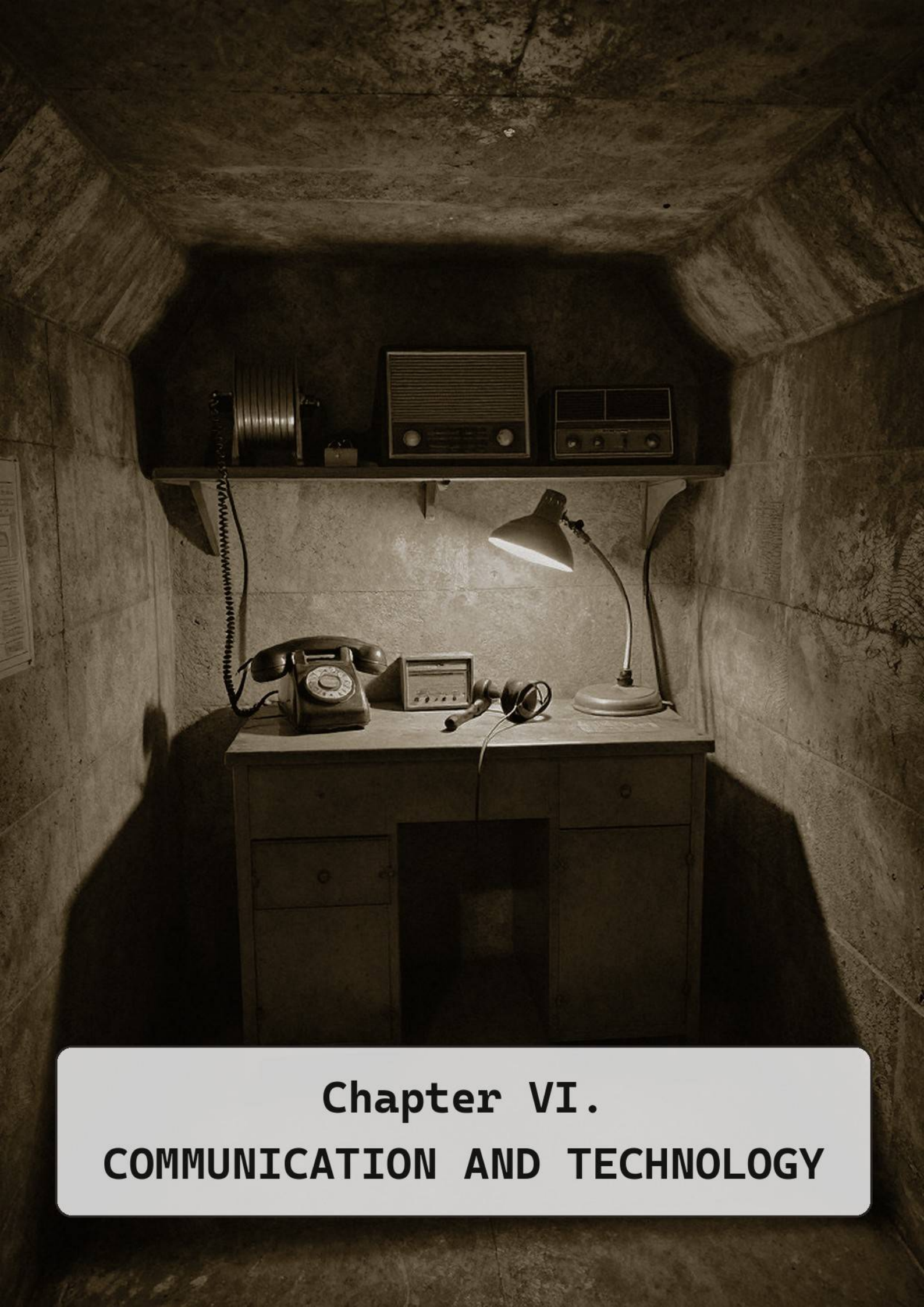
Measuring and Detecting

Not every danger is visible. Some announce themselves through radiation, through vibration, through a gas that does not belong in the air. These devices make the invisible measurable. They are boring, robust and exactly what you need when you stand in front of an empty cellar and want to know why it is not empty.

Item	Effect	Weight	Availability	Price
Geiger counter	+1 die on Perception to notice radioactive sources or contamination.	0.4 kg	Rare	€450
Infrasound detector	+1 die on Perception to notice low-frequency vibrations or presences.	0.6 kg	Rare	€1,800
Laser thermometer	+1 die on Perception to find cold spots or temperature anomalies.	0.2 kg	Common	€150
Climate data logger	+1 die on Investigation if the data was recorded overnight to recognise patterns or anomalies.	0.1 kg	Common	€200
Metal detector	+1 die on Perception to find metallic objects beneath the surface.	1.2 kg	Common	€350
Ground-penetrating radar	+2 dice on Perception to detect cavities, graves or disturbances in the ground.	2.5 kg	Rare	€2,500
Gas detector	+1 die on Perception to notice dangerous gases or unusual changes in the air.	0.3 kg	Common	€250
Radio motion sensor set	+1 die on Perception to notice movement in the monitored area as long as the sensors are active.	0.8 kg	Rare	€600

- **Geiger counter.** Handheld device with an acoustic crackle that speeds up when the count rate rises. Quartermaster: “If the thing chatters like an angry squirrel, don’t breathe.”
- **Infrasound detector.** Directional microphone with a frequency range below 20 hertz that records pressure waves the ear cannot hear. Some hauntings announce themselves as a dull pressure on the ears before they become visible.
- **Laser thermometer.** Pistol-shaped infrared thermometer with a laser dot. Shows the surface temperature on a small display; a drop of more than five degrees in a room is rarely a good sign.
- **Climate data logger.** Small box with 48 hours of storage that records temperature and humidity every ten minutes. In the morning you read whether something passed through the room at 3:14 a.m. that cools the air.
- **Metal detector.** Foldable probe with an acoustic signal that responds to iron, copper and alloys. In cemeteries and old cellars you find more than just pipes with it, sometimes also what someone wanted to bury.
- **Ground-penetrating radar.** A backpack device with an antenna module that sends electromagnetic pulses into the ground and displays reflections on a screen. The quartermaster says: “If the image shows a clean rectangular cavity, it is not an old cellar, then someone was faster.”
- **Gas detector.** Handheld device with a sensor for carbon monoxide, methane and oxygen deficiency that beeps and vibrates when limits are exceeded. In rift areas it sometimes triggers without a chemical cause; then it smells of ozone, and that is worse.
- **Radio motion sensor set.** Four battery-powered passive infrared sensors with adhesive pads and a receiver unit that gives a silent alarm when triggered. Can be placed around a door or a corridor in a few minutes; the batteries last one night.

D6	What else is in the crime scene kit
1	Half a sandwich in wax paper, bitten into, but not by you.
2	A spare battery for the trace lamp, charged, but without a label.
3	A tangle of fishing line, with a small hook at one end.
4	A note with a telephone number and the note “do not call”.
5	A small packet of chalk, broken, but still usable.
6	A single latex glove, left, with a hole in the index finger.



Chapter VI.
COMMUNICATION AND TECHNOLOGY

Communication and Technology

"When the field telephone rings, it is never good news."
Quartermaster, Hold-4

Communication holds a cell together. Whoever cannot report is alone. Whoever is alone is found faster. This chapter lists devices for connection, power, and access.

In the Holds, people say that rifts distort radio, haunts drain batteries, and colonies grow in cable ducts. Evidence for this is rare. The workshop still issues simple devices that can be repaired, and means that work without power.

From the cable drum to the hollow bolt: These devices keep a cell in contact, open doors, and supply power when nothing else works. Some of it is service equipment and goes back after the operation.

Radio and Communication

Item	Effect	Weight	Availability	Price
Field telephone with cable drum	Allows communication via cable, independent of radio interference.	3 kg	Rare	€350
Bone conduction headset	Gives +2 dice on Stealth to hide conducted conversations.	0.1 kg	Rare	€800
Crank radio with lamp	Receives public frequencies and provides light, without batteries.	0.5 kg	Very common	€60
Signal lamp with Morse key	Enables Morse signals over long sight.	1 kg	Common	€180
Portable radio (pair)	Allows radio communication over short distance, unencrypted.	0.6 kg	Very common	€80

- **Field telephone with cable drum.** Discarded from Bundeswehr stocks, works even during total radio failure.
- **Bone conduction headset.** Transmits voice via the skull bone, barely audible to bystanders.
- **Crank radio with lamp.** For emergencies, needs no batteries.
- **Signal lamp with Morse key.** With folding mirror and key, for silent communication over line of sight.
- **Portable radio (pair).** Cheap devices from the outdoor shop, which anyone can listen in on.

Data and Networks

Item	Effect	Weight	Availability	Price
Shielding pouch	Blocks all radio signals of the enclosed device.	0.2 kg	Common	€150
Secure USB stick	Makes Hacking tests on the stick one step harder.	0.05 kg	Rare	€200
Wi-Fi directional antenna	Gives +1 die on Hacking tests against wireless networks in line of sight.	0.4 kg	Common	€100
Phone extraction device	Allows a Hacking test to extract data from a connected phone.	0.3 kg	Rare	€900

- **Shielding pouch.** Inserts of copper fabric block all radio signals as long as the pouch is closed.
- **Secure USB stick.** Encrypts automatically; with a wrong PIN it erases the storage.
- **Wi-Fi directional antenna.** Directs the signal, increases range, and helps locate weak networks.
- **Phone extraction device.** Pulls data from common phones when the password is unknown.

Power and Tools

Item	Effect	Weight	Availability	Price
Petrol generator	Supplies devices with power as long as petrol is available.	8 kg	Common	€450
Key impression case	Allows a Sleight of Hand test to take a key impression.	0.1 kg	Rare	€120
Cordless drill with core bit	Allows a Craft test to drill a hole through wood or thin metal.	1.5 kg	Common	€300
Electric lock pick	Allows a Security Systems test to open a cylinder lock, +1 die.	0.5 kg	Rare	€700
Hollow bolt	Allows a Stealth test to hide small objects, +1 die.	0.2 kg	Common	€40

- **Petrol generator.** Runs on normal petrol, loud, but reliable.
- **Key impression case.** Contains putty in two hardnesses and a small tool for taking impressions.
- **Cordless drill with core bit.** The hollow bit cuts clean holes, quieter than a hammer drill.
- **Electric lock pick.** Vibrates the pins into place, needs practice, but saves time.
- **Hollow bolt.** Looks like an ordinary bolt, hollow inside for messages.

```
O.D.I.N. / HOLD-4 / RADIO PROTOCOL
04:12: Cell 7 reports position, clear.
04:15: Handler confirms, clear.
04:17: Unknown noise on channel 3, duration 4 seconds.
04:18: Cell 7 asks again, no answer.
04:19: Noise again, duration 11 seconds, tone sequence not assigned.
04:21: Connection normal, Cell 7 reports no interference.
04:22: Protocol end, cause unexplained.
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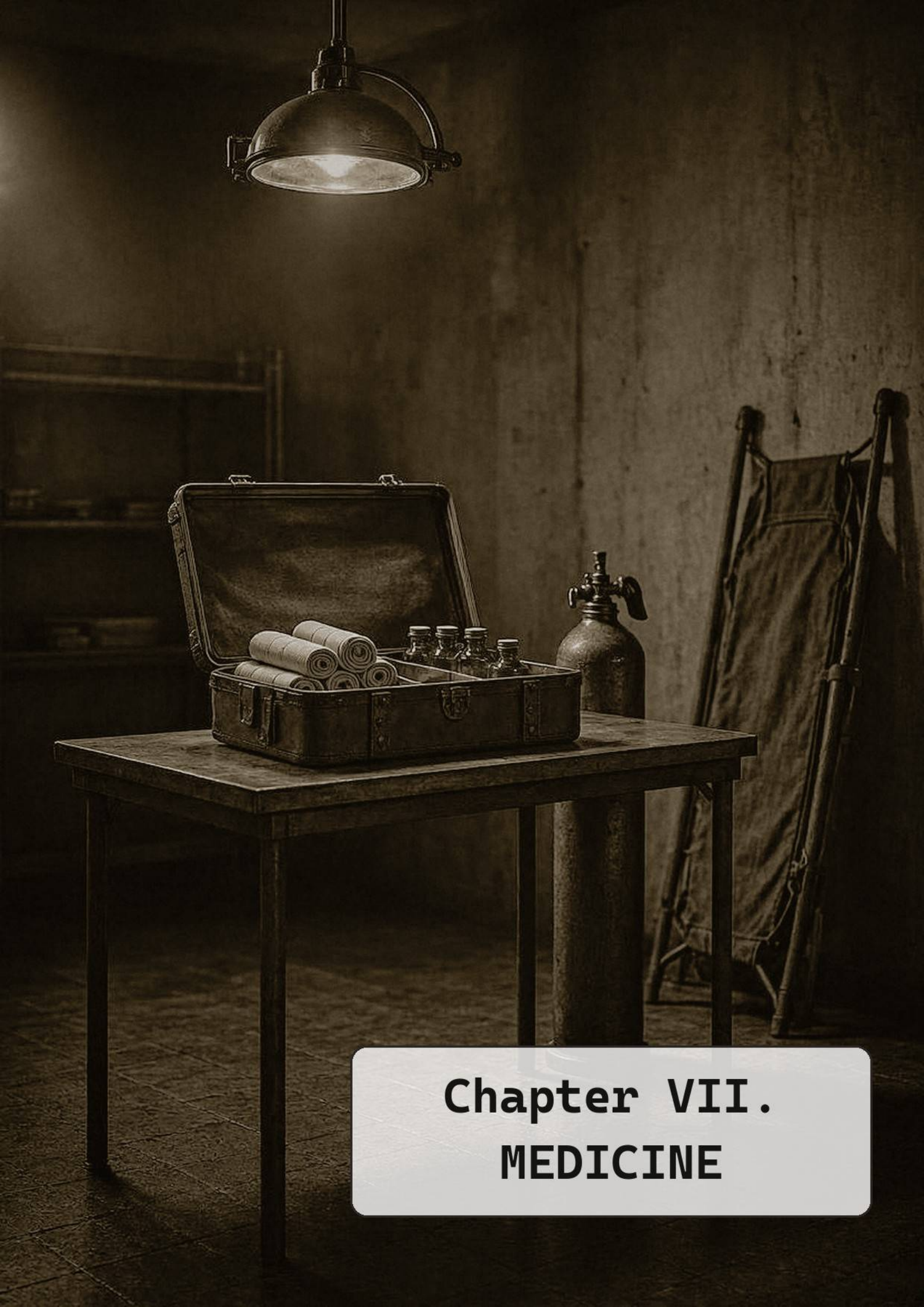


Chapter VII. MEDICINE

Medicine

"Take the tourniquet. If you need it, the rest doesn't matter."
Medic, Hold-7

Medicine in the field is simple. O.D.I.N. provides standardised equipment that is the same in every Hold. Whoever uses it does not need to think, only act.

The items in this chapter are intended for the field, not for the hospital. They keep an agent alive until they are back. Nothing more.

The medical kit contains O.D.I.N.'s standardised emergency equipment. From the tourniquet to the infusion, everything is designed to keep an agent alive until they reach the Hold.

First Aid

Item	Effect	Weight	Availability	Price
Tourniquet	Makes stabilising one step easier.	0.2 kg	Common	€30
Emergency bandage with pressure pad	+1 die on First Aid for bleeding.	0.1 kg	Very common	€15
Mouldable splint	+1 die on First Aid for fractures.	0.2 kg	Common	€25
Emergency blanket	Removes penalties from cold for one hour.	0.1 kg	Very common	€5
Folding stretcher	Allows transport of an incapacitated person without penalty on Athletics.	3 kg	Common	€150
Burn gel	First Aid on burns with +1 die.	0.2 kg	Common	€30

- **Tourniquet.** A strap with a windlass that stops arterial bleeding on arms and legs. Quartermaster: "Apply, tighten, note the time, otherwise it costs the limb."
- **Emergency bandage with pressure pad.** Elastic bandage with sewn-on pressure pad, can be applied one-handed. Kept in every vehicle of the Institute.
- **Mouldable splint.** Aluminium core with foam, bends into any shape and holds. Fits in the side pocket of the medkit.
- **Emergency blanket.** Thin foil, reflects body heat. Crinkles with every movement, a drawback in a rift.
- **Folding stretcher.** Aluminium tubes and tear-resistant tarpaulin, in a bag. Two carrying handles, four straps, nothing more is needed.
- **Burn gel.** Hydrogel with disinfecting effect, cools and covers the wound. Do not eat, do not get in eyes.

Emergency Medicine

Item	Effect	Weight	Availability	Price
Surgical suture set	First Aid with +1 die, takes 10 minutes.	0.3 kg	Common	€120
Automatic defibrillator	Stabilise with +2 dice.	2 kg	Common	€1,500
Oxygen cylinder with mask	Removes penalties from smoke or thin air for one hour.	3 kg	Common	€300
Infusion set with saline solution	Stabilise with +1 die, takes 5 minutes.	1 kg	Common	€40

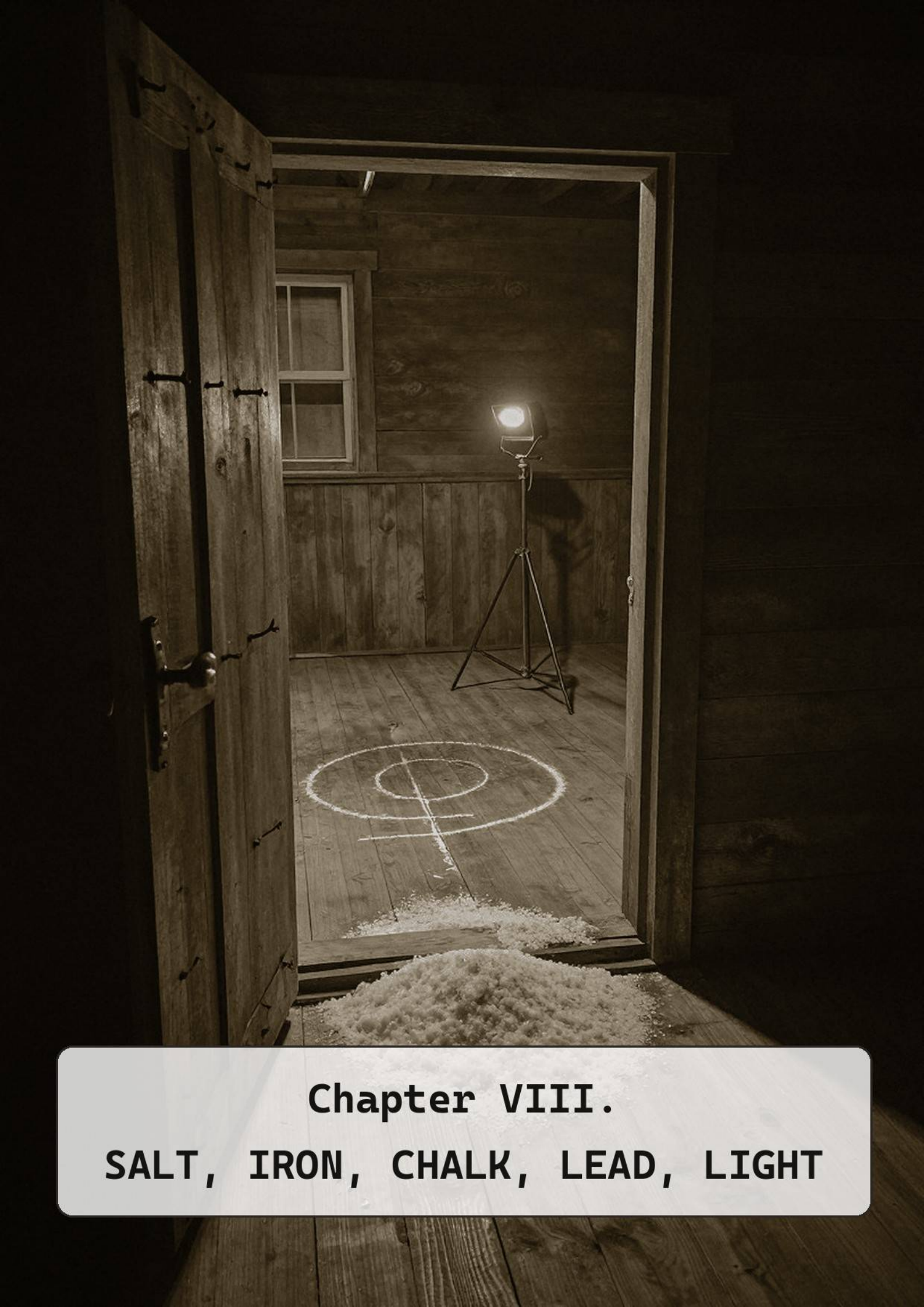
- **Surgical suture set.** Disposable set with curved needle, absorbable suture and adhesive strips. For clean cuts, not for bites from the rift.
- **Automatic defibrillator.** Speaks instructions automatically and only delivers a shock for ventricular fibrillation. Low-maintenance, but the pads dry out.
- **Oxygen cylinder with mask.** Two-litre cylinder with demand valve and simple mask. Enough for one hour, not for long cellars.
- **Infusion set with saline solution.** Bag, tubing, cannula, for volume depletion and shock. The needle must be seated, otherwise it runs into the tissue.

Medicines

Item	Effect	Weight	Availability	Price
Adrenaline auto-injector	Removes the −1 die penalty from being battered for one hour.	0.1 kg	Rare	€80
Painkiller auto-injector	+1 die on Toughness for one hour.	0.1 kg	Rare	€60
Sedative tablets	+1 die on Stress Management for one hour.	0.1 kg	Common	€20
Caffeine tablets	Removes penalties from sleep deprivation for one hour.	0.1 kg	Very common	€10

- **Adrenaline auto-injector.** Automatic syringe for anaphylactic shock and circulatory failure. After use the hand trembles, but it works.
- **Painkiller auto-injector.** Morphine derivative in a pen, for severe pain after injuries. Does not make you healthy, but functional.
- **Sedative tablets.** Mild benzodiazepines, for the trembling after the rift. One tablet, a glass of water, ten minutes of rest.
- **Caffeine tablets.** 200 milligrams of caffeine, pressed. Keeps you awake, but does not make you clear-headed, after one hour comes the crash.

D6	What else is in the medical kit
1	A packet of disposable gloves, two pairs.
2	A small pair of scissors, blunt, but sterile-packed.
3	A piece of chalk, to mark the injured person.
4	A notepad with pencil, for the time of the injury.
5	A bag of activated charcoal for poisons.
6	A hip flask with cheap schnapps, for the medic.



Chapter VIII.

SALT, IRON, CHALK, LEAD, LIGHT

Salt, Iron, Chalk, Lead, Light

"Salt holds the line. Iron breaks the Old."
Workshop manager, Hold-9

Salt, iron, chalk, lead and light. An agent rarely needs more against what comes through the rifts. Some of it is cheap and legal, others are only issued by the workshop. The means do not work against everything. Iron only works against the Old.

This chapter lists the basic equipment for dealing with the supernatural. The workshop issues it, the shop has it, and sometimes something is still in the threshold box.

Salt and Iron

Salt draws lines that many beings do not cross. Iron breaks the Old. Together, both cover most first encounters.

The Hold stocks table salt in one-kilogram bags, coarse rock salt for lines and spray bottles with saturated brine. Forged iron nails, short chains and an iron pipe with a leather grip are kept in the armoury. Iron does not help against haunts or revenants.

Item	Effect	Weight	Availability	Price
Salt sack 25 kg	An unbroken line of this salt stops beings of the Voice, the Dead and the Old: they cannot cross the line for one round. Additionally, beings of the Dead receive −1 die on all tests as long as they are within 1 m of the line.	25 kg	Very common	€25
Spray bottle with brine	Brine sprayed on a surface (e.g. window pane, door) stops beings of the Voice, the Dead and the Old: they cannot pass through the surface for one round as long as the brine is wet. After 10 minutes it dries and the effect ends.	1 kg	Very common	€10
Salt tape	A strip of this adhesive tape with coarse salt on the floor stops beings of the Voice, the Dead and the Old: they cannot cross the strip for one round. The tape adheres to smooth surfaces and holds even in light wind.	0.5 kg	Common	€15
Salt blower	The salt blower spreads a wide cloud of fine salt in a cone 5 m long and 3 m wide. Beings of the Dead in the area receive −1 die on all tests for the next round.	8 kg	Not for sale	-
Wax seal with salt core	A seal of wax with a core of pressed salt, pressed onto a door or crate. As long as the seal is intact, it stops beings of the Voice, the Dead and the Old: they cannot open the door or crate for one round. If the seal is broken, the effect ends.	0.2 kg	Not for sale	-
Forged iron nails	An iron nail driven into a door frame or threshold gives beings of the Old −1 die on all tests as long as they are within 1 m of the nail.	2 kg	Rare	€120
Iron chain with padlock	A closed iron chain around an object or a door works against the Old: beings of the Old cannot touch the chain directly. Attempts to open or overcome the chain are one step harder for them.	5 kg	Common	€50

Item	Effect	Weight	Availability	Price
Iron filings	A scattered line or area of iron filings works against the Old: overcoming the line or area is one step harder for beings of the Old. The filings can also be put in a bag and thrown as a weapon (Thrown, Damage 1, against the Old +1 damage).	1 kg	Common	€15
Soft iron handcuffs	These handcuffs of soft, unalloyed iron can be used to restrain a person. Against the Old they also work: a bound being of the Old receives −1 die on all tests to free itself or act.	1.5 kg	Not for sale	-
Iron bolt	An iron bolt mounted on a door works against the Old: as long as the bolt is shot, opening the door is one step harder for beings of the Old.	3 kg	Common	€40

- **Salt sack 25 kg.** From the animal supply shop, where it is sold as feed salt for livestock. A quartermaster would say: “For long lines, coarse salt is better, it doesn’t blow away so quickly.”
- **Spray bottle with brine.** Normal spray bottle, filled with saturated salt solution. Holds on glass better than loose salt, but must remain wet.
- **Salt tape.** Adhesive tape with applied coarse salt, on the roll. Laid faster than loose salt, but the adhesive side wears out after one removal.
- **Salt blower.** A converted leaf blower from the workshop that emits a jet of salt instead of air. The quartermaster says: “Loud, but if you want to block a door, one load is enough.”
- **Wax seal with salt core.** From the workshop, a fist-sized wax seal with a salt core that adheres to wood or metal. The quartermaster: “Looks like an old seal, but the core is what counts.”
- **Forged iron nails.** Box of twenty hand-forged nails of pure iron, as they used to be used for doors. The quartermaster: “Not galvanised, otherwise it doesn’t work.”
- **Iron chain with padlock.** Heavy chain of unalloyed iron with a padlock. If it is placed around door handles or chests, it keeps the Old at a distance.
- **Iron filings.** Tin of fine filings of pure iron, as they occur in locksmiths’ workshops. The filings are easier to distribute than nails, but blow away in wind.
- **Soft iron handcuffs.** From the workshop, made of soft iron that bends under load instead of breaking. The quartermaster: “For humans they are uncomfortable, for the Old they are a cage.”
- **Iron bolt.** Heavy bolt of wrought iron that is fastened to door and frame with screws. The quartermaster: “Not pretty, but when the Old knocks, you want this.”

Chalk, Lead and Light

Chalk marks, lead shields, light repels. These three means are the second line when salt and iron are not enough.

The workshop issues chalk pieces and spray chalk. Lead foil in rolls and lead dust in cans shield small areas. UV lamps, glow sticks and strong torches drive away light-shy beings. Some of this is also available in shops.

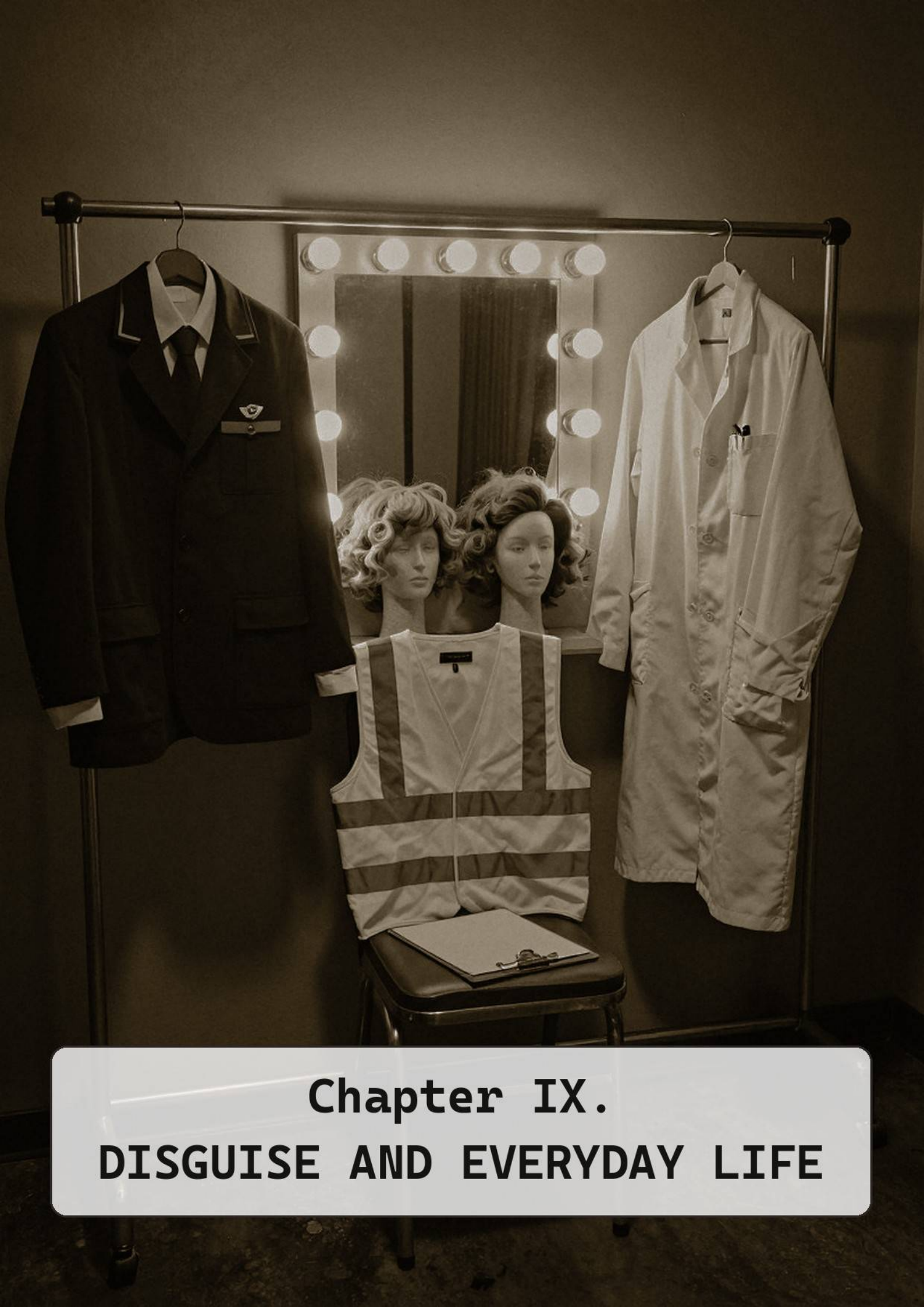
Item	Effect	Weight	Availability	Price
Chalk line cart	Makes Ritualism or Craft one step easier when circles or lines are drawn.	8 kg	Not for sale	-
Chalk marking spray	Allows drawing a chalk line with one action, makes Craft one step easier.	0.4 kg	Common	€30
Compass cord with chalk plumb	Makes Ritualism one step easier when drawing a circle.	0.3 kg	Common	€40
Lead foil roll	Shields whatever is wrapped in it; the Dead do not sense it.	2 kg	Common	€120
Lead seal set	Allows Security Systems to seal an object with +1 die.	0.8 kg	Common	€150
Lead apron	Armour 1 against radiation and heat, −1 die on Stealth and Acrobatics.	4 kg	Rare	€300
UV work light	Area 10 m UV light, makes Perception one step easier, the Dead in the light suffer 1 damage per round.	6 kg	Common	€250
UV glow sticks	Area 2 m UV light for one hour, makes Perception one step easier.	0.2 kg	Common	€15
UV light chain	Area 5 m UV light along the chain, makes Perception one step easier.	1.5 kg	Rare	€180
Magnesium hand flare	Area 5 m bright light for one minute, Fire, the Dead in the light suffer 1 damage per round.	0.5 kg	Rare	€40

- **Chalk line cart.** A three-wheeled cart from the workshop that lays chalk evenly. The width can be locked so lines do not run.
- **Chalk marking spray.** Spray can with finely ground chalk. Dries in seconds, but can be removed again with water.
- **Compass cord with chalk plumb.** A cord with a small plumb bob that releases chalk dust. This makes circles cleaner than by hand.
- **Lead foil roll.** Thin lead foil on a roll. Can be wrapped around devices or used as a makeshift shield.
- **Lead seal set.** Seals and pliers in a case. Once set, the seal shows any tampering.

- **Lead apron.** Heavy apron from X-ray practices. Covers torso and thighs, but restricts movement.
- **UV work light.** A stand with two UV tubes, like those on construction sites. The cable is long enough to connect to a generator.
- **UV glow sticks.** Plastic sticks that emit UV light when bent. Single-use, but waterproof and without power.
- **UV light chain.** Flexible chain with UV LEDs. Can be stretched around a room and powered by a battery.

- **Magnesium hand flare.** Distress flare with a magnesium core. Burns even underwater and dazzles nearby.

D6	What lies in the threshold box
1	Half a salt sack, open at the top.
2	A spray bottle of brine, half full.
3	Three forged iron nails, one bent.
4	A wax seal with a salt core, broken.
5	A lead foil roll, half unrolled.
6	A UV glow stick, still packaged.



Chapter IX.
DISGUISE AND EVERYDAY LIFE

Disguise and Everyday Life

"Look like everyone, then no one sees you. Look like no one, then no one remembers you."
Chameleon, Hold-7

Disguise is not equipment, but an attitude. Anyone who stands out on an operation has lost the operation before it has begun. This chapter lists items that help to play a role, support a legend or simply not be noticed. Some of them can be bought in a shop, others only through the handler.

These items are not weapons and not armour. They do not protect against what comes through the rifts. They protect against looks, questions and memories. And against what comes afterwards, when someone asks the wrong question.

The following items help to avoid standing out, to play a role or to change identity quickly. Some are legal and cheap, others are for service use only and subject to restrictions. Anyone who requisitions them should know what for.

Clothing and Disguise

Item	Effect	Weight	Availability	Price
High-vis vest and clipboard	+1 die on Deception or Disguise to pass as an authorised person.	0.5 kg	Very common	€30
Workman's overall with legend print	+1 die on Deception or Disguise when posing as a workman.	1 kg	Common	€80
Wig set with adhesive	+1 die on Disguise to alter one's appearance.	0.2 kg	Common	€60
Coloured contact lenses	+1 die on Disguise when eye colour matters.	0.1 kg	Common	€40
Doctor's coat with stethoscope and name badge	+1 die on Deception or Disguise to avoid standing out in medical facilities.	0.8 kg	Common	€70
Uniform of a parcel service without a real name	+1 die on Deception to gain access to buildings.	1.2 kg	Rare	€200
Theatrical make-up for wounds and scars	+1 die on Disguise to depict injuries or scars.	0.4 kg	Common	€50
Work clothes of the municipal utilities	+1 die on Deception or Disguise to pass as a municipal employee.	1 kg	Rare	€180

- **High-vis vest and clipboard.** Anyone who appears with a vest and clipboard is rarely asked for identification.
- **Workman's overall with legend print.** The print belongs to a non-existent company; enquiries lead nowhere.
- **Wig set with adhesive.** Contains two wigs in muted colours and skin adhesive that holds even in rain.
- **Coloured contact lenses.** Tinted lenses without prescription that cover the iris colour.
- **Doctor's coat with stethoscope and name badge.** The coat is unobtrusively cut; the name badge can be written on and cleaned again.
- **Uniform of a parcel service without a real name.** The uniform resembles known services in colour and cut, but bears no protected logo.
- **Theatrical make-up for wounds and scars.** Waxes, colours and fake blood that look convincing even on closer inspection.
- **Work clothes of the municipal utilities.** The orange trousers and jacket bear no official insignia, but look familiar enough.

Legends and Papers

Item	Effect	Weight	Availability	Price
Magnetic signs for car doors	+1 die on Deception or Disguise when a vehicle is passed off as a service vehicle.	0.5 kg	Common	€150
Business cards for three legends	+1 die on Deception when one of the legends is presented.	0.1 kg	Common	€30
Blank stamp set	Makes a Deception or Craft test one step easier to forge documents.	0.3 kg	Rare	€120

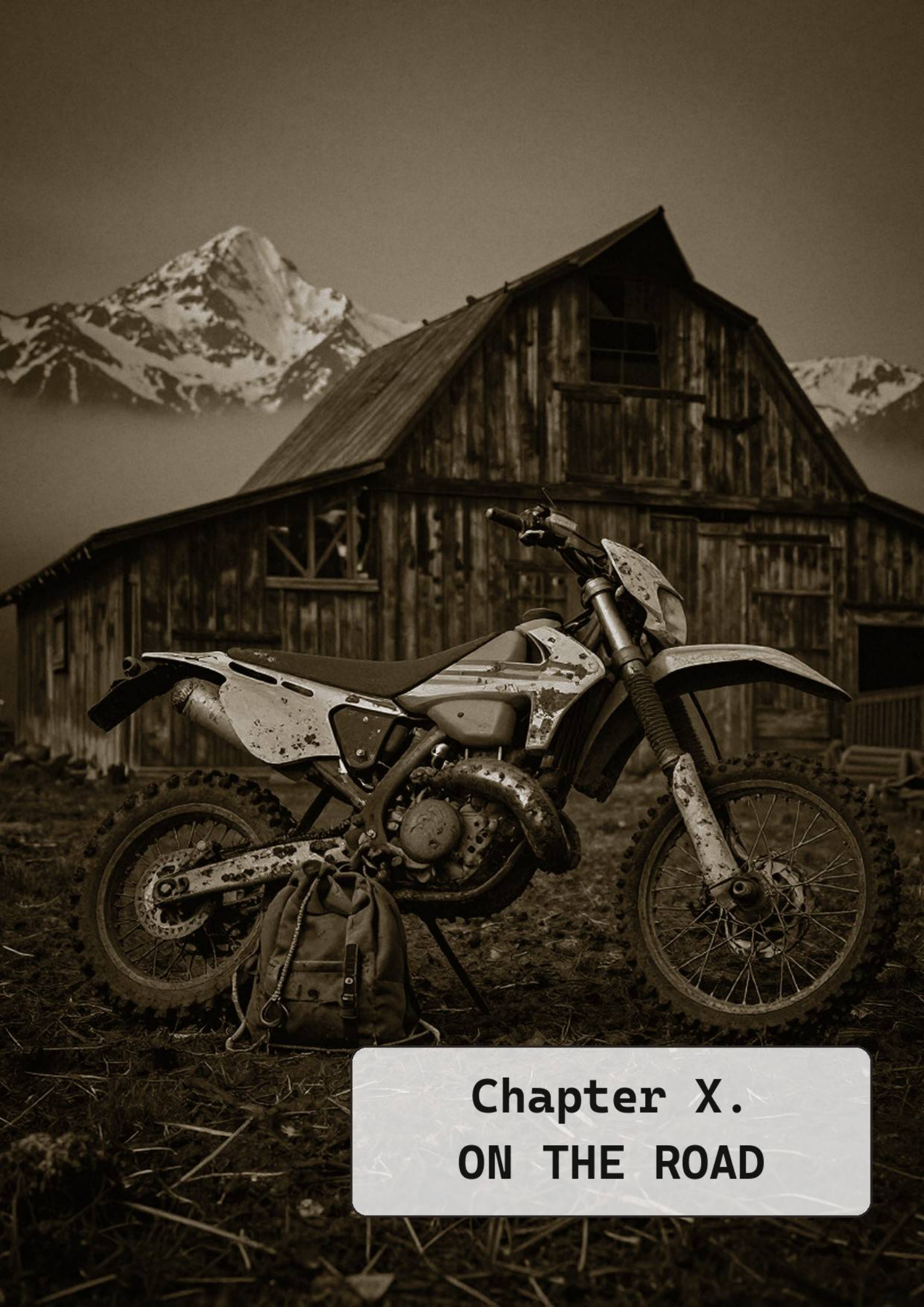
- **Magnetic signs for car doors.** Two flexible signs that are attached and removed in seconds.
- **Business cards for three legends.** Three sets of cards with different names, titles and telephone numbers that lead to dead letter boxes.
- **Blank stamp set.** A set of blank stamp plates and a cutting tool to make your own designs.

Hiding Places and Tricks

Item	Effect	Weight	Availability	Price
Guitar case with compartment for a rifle	Allows concealed carrying of a rifle; +2 dice on Stealth to hide the weapon.	3 kg	Rare	€400
Briefcase with mount for a sub-machine gun	Allows concealed carrying of a submachine gun; +2 dice on Stealth to hide the weapon.	2.5 kg	Rare	€500
Sunglasses with rear-view mirror	+1 die on Perception to notice people behind you without turning around.	0.1 kg	Rare	€90

- **Guitar case with compartment for a rifle.** The case is padded inside and has a cut-out compartment that holds a disassembled rifle.
- **Briefcase with mount for a submachine gun.** The mount is fitted so that the weapon is immediately ready to hand when opened.
- **Sunglasses with rear-view mirror.** The arms are fitted with small mirrors that allow discreet observation of the area behind.

D6	Legends that have already been blown
1	A high-visibility vest in the wrong building. The security service asked about the job.
2	A plumber who did not know the difference between an angle valve and a trap.
3	A courier with an empty rucksack and the wrong company logo on the jacket.
4	A window cleaner who worked in the rain.
5	A city cleaning employee who named the wrong district.
6	A journalist who did not ask a single question.



Chapter X.
ON THE ROAD

On the Road

"Pack for three days. If you stay longer, you have a problem."
Quartermaster, Hold-4

On the move means staying inconspicuous and surviving when an operation lasts longer. This chapter lists equipment for terrain, water and snow as well as the vehicles that O.D.I.N. provides to the cells.

Movement and Survival

On foot, a cell needs equipment that does not get in the way and works in an emergency. The list covers climbing, water, snow and orientation.

Item	Effect	Weight	Availability	Price
Grappling hook with throwing line	+1 die on Athletics tests to overcome height differences.	1.5 kg	Common	€150
Abseil device with brake	Makes Athletics tests for abseiling one step easier.	0.5 kg	Common	€200
Battery-powered winch	+1 die on Athletics tests to lift or pull heavy loads.	8 kg	Rare	€1,800
Waders	+1 die on Toughness tests against cold in water.	2 kg	Common	€250
Diving gear with compressed air	Removes penalties from lack of air underwater for 45 minutes.	12 kg	Rare	€900
Snowshoes with avalanche transceiver	+1 die on Athletics tests in deep snow; +1 die on Perception to locate buried people.	1.5 kg	Common	€350
Expedition sleeping bag	+1 die on Toughness tests against cold.	2.5 kg	Common	€400
Marching compass with map case	+1 die on Navigation tests when no GPS is available.	0.3 kg	Common	€80
Helmet with miner's lamp	Armour 1; removes penalties from darkness within a radius of 10 m.	1.2 kg	Common	€150
Camouflage net	+1 die on Stealth tests to hide oneself or objects.	1 kg	Common	€120

- **Grappling hook with throwing line.** The three-pronged hook grips wall edges and railings; the line is designed for 30 m and does not float.
- **Abseil device with brake.** The mechanical brake prevents slipping, even when hands are wet or cold.
- **Battery-powered winch.** The winch pulls up to 200 kg; the battery lasts for about twenty minutes of continuous operation.
- **Waders.** The rubber layer keeps dry up to the chest; underneath one wears wool.
- **Diving gear with compressed air.** Decommissioned coast guard equipment, overhauled and with renewed valves; the cylinder lasts for 45 minutes at a depth of ten metres.
- **Snowshoes with avalanche transceiver.** The shoes distribute weight, the transceiver receives signals from buried people; both fit in the rucksack.
- **Expedition sleeping bag.** The outer shell is windproof, the filling withstands down to minus thirty degrees.

- **Marching compass with map case.** The compass is liquid-damped, the maps are waterproof coated; some paths exist only on paper.
- **Helmet with miner's lamp.** The lamp comes from a disused colliery and also burns underwater; the helmet is made of impact-resistant plastic.
- **Camouflage net.** The net has loops for branches and grass; folded up it fits into a side pocket.

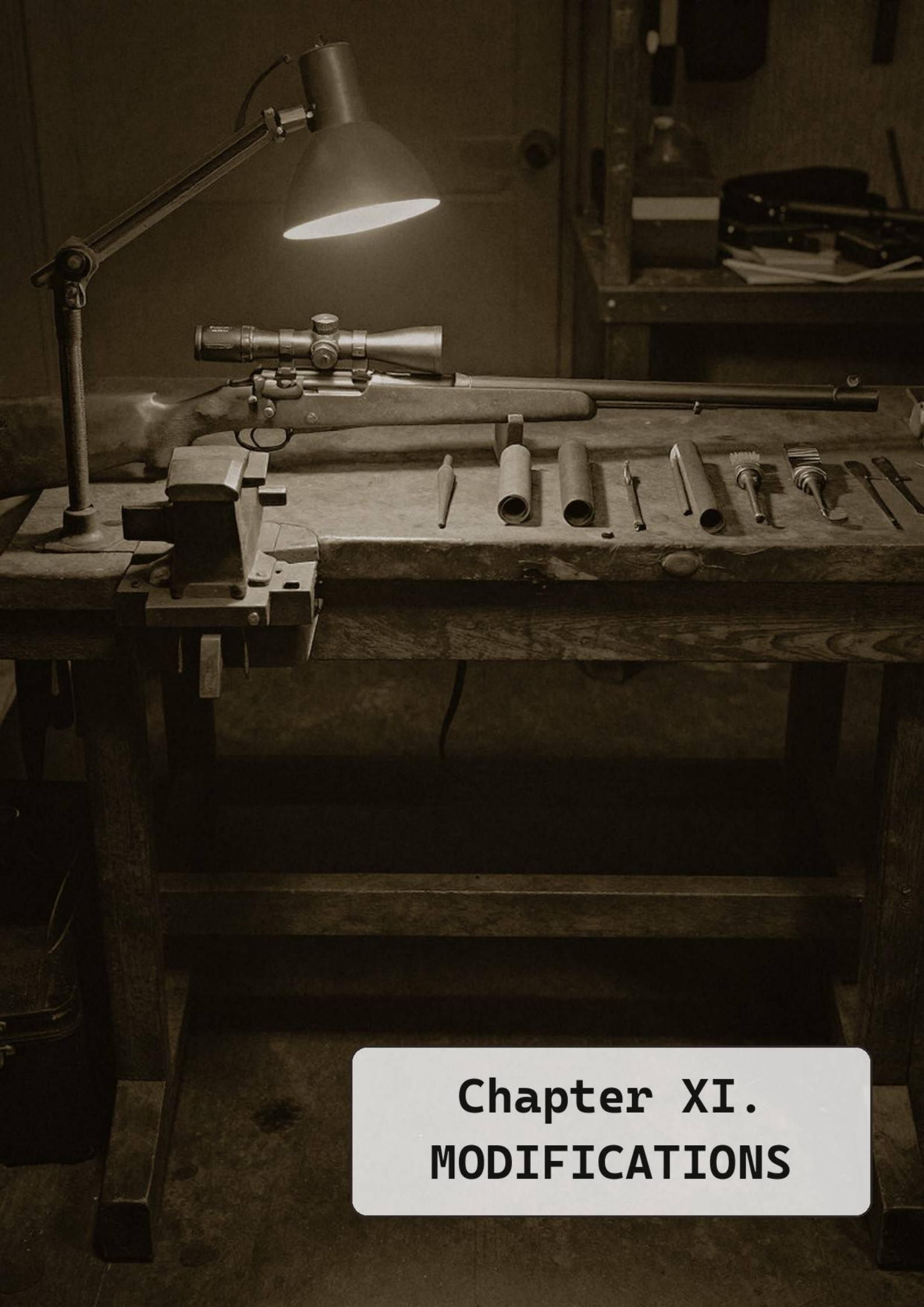
Vehicles

Vehicles get a cell to its destination faster, but leave traces. The list ranges from the unobtrusive scooter to the snowmobile for remote areas.

Vehicle	Effect	Seats	Availability	Price
Off-road motorcycle	Driving tests off-road gain +1 die.	2	Common	€8,500
Folding bicycle	When folded it weighs 12 kg and is rucksack-sized.	1	Very common	€400
Inflatable boat with outboard motor	Eases Piloting tests on calm water by one step.	4	Common	€3,200
Used estate car	Transports up to 500 kg of equipment, does not stand out, no history.	5	Very common	€6,000
Motor scooter	Driving tests in city traffic gain +1 die.	2	Very common	€1,800
Snowmobile	Eases Driving tests on snow and ice by one step.	2	Rare	€12,000

- **Off-road motorcycle.** Off-road machine with long suspension travel. The quartermaster says: "When the road ends, the work begins."
- **Folding bicycle.** Folds to rucksack size in a few simple steps. Stands unobtrusively under a desk or in the boot.
- **Inflatable boat with outboard motor.** Inflatable boat with a small petrol engine. Often used by water police and fishermen, does not stand out on canals and lakes.
- **Used estate car.** Unobtrusive vehicle with high mileage and worn seats. Paid for in cash, without papers in the cell's name.
- **Motor scooter.** Nimble and quiet, ideal for narrow alleys and dense traffic. The quartermaster says: "With this you can get anywhere a car cannot."
- **Snowmobile.** Tracks and skids instead of wheels. In Scandinavia and the Alps the usual means of transport away from cleared roads.

D6	What lies in the boot of the estate car
1	A single ski boot in size 44.
2	A bag of chalk dust and a piece of string.
3	A torch whose batteries expired in 1998.
4	A street map of a city that does not exist.
5	A pair of wellington boots in size 47, stuffed inside with newspaper.
6	A bag of dried herbs that smell of petrol.



Chapter XI. MODIFICATIONS

Modifications

"A silencer does not make you quiet. It only makes you less loud."
Workshop manager, Hold-7

Modifications change what an agent carries. A rifle gets a telescopic sight, a vest a lead lining, a radio a better antenna. The workshop of a Hold carries out the work. Anyone who does it themselves needs tools, time and a steady hand.

Not every modification fits every item. The limits are in the Procurement chapter. Anything changed on service equipment must be signed off by the quartermaster.

Modifications for Weapons

Weapons carry the most modifications. Two per weapon are usual; the workshop does not allow more. The following entries apply to firearms unless otherwise stated.

Modification	For	Effect	Availability	Price
Suppressor	Pistols and rifles	The weapon gains the Quiet property.	Common	€300
Telescopic sight	Rifles	The weapon gains the Precise property.	Common	€400
Red dot sight	Pistols, carbines, assault rifles	+1 die on attacks with this weapon against targets up to half range.	Common	€250
Laser aiming module	Pistols and rifles	+1 die on attacks with this weapon in poor light conditions.	Rare	€600
Weapon light	Pistols, rifles, shotguns	A Firearms test in darkness is made one step easier when the light is active.	Common	€150
UV weapon light from the workshop	Pistols and rifles	Illuminates an area of 10 m with UV light. Against beings that take damage from light or are driven off by it, the weapon counts as a light source.	Not for sale	-
Extended magazine	Pistols and rifles	The weapon's magazine +50%, but −1 die to conceal the weapon.	Common	€200
Folding stock	Rifles and carbines	The weapon gains the Concealed property.	Rare	€500
Bipod	Rifles and machine guns	The weapon gains the Precise property as long as the bipod is deployed and the shooter is prone.	Common	€250
Night vision attachment for the telescopic sight	Telescopic sights on rifles	A Firearms test in darkness is made one step easier when the attachment is active.	Very rare	€1,800
Bayonet mount	Rifles	A Melee test with this weapon is made one step easier when a bayonet is mounted.	Rare	€150
Flash hider	Rifles and carbines	Stealth tests to remain undetected after a shot at night are made one step easier.	Common	€200

- **Suppressor.** A cylindrical attachment made of steel and aluminium that dampens the muzzle blast. Quartermasters in Holds only issue it when the assignment requires it.
- **Telescopic sight.** Fourfold magnification with an illuminated reticle. It is often readjusted after the first shot at 200 metres.
- **Red dot sight.** A small glowing dot in the sight window, faster than iron sights. Many agents keep it permanently mounted.
- **Laser aiming module.** A red dot projected onto the target. The quartermaster asks beforehand whether one really needs it.

- **Weapon light.** A small lamp under the barrel, firmly attached. Some models flicker when reloading.
- **UV weapon light from the workshop.** A modification from the workshop in which the lamp receives a UV diode. The quartermaster only installs it when the assignment justifies it.
- **Extended magazine.** A magazine with an extended base plate that holds more cartridges. The quartermaster warns not to use it as a wedge.
- **Folding stock.** A stock that folds sideways makes the rifle shorter. Some agents carry it that way under their coat.
- **Bipod.** Two folding legs under the barrel that bear the weight. On uneven ground, only a sandbag helps.
- **Night vision attachment for the telescopic sight.** A module placed in front of the telescopic sight that amplifies residual light. The quartermaster requires a signature that one will not test it in daylight.
- **Bayonet mount.** A mount under the barrel that holds a bayonet. The quartermaster shows one how to remove it without cutting oneself.
- **Flash hider.** An attachment that breaks up the muzzle flash and reduces glare at night. Some call it a flash concealer.

Modifications for Armour and Devices

Armour and devices tolerate less. One modification per item; more makes the thing heavy and unwieldy. The workshop checks every request.

Modification	For	Effect	Availability	Price
Stab protection insert	Vests and protective vests	Armour +1 against attacks with piercing weapons.	Common	€250
Camouflage cover	Vests and armour	+1 die on Stealth while the armour is worn.	Common	€300
Lead lining	Bags, rucksacks and containers	Perception tests to detect the contents of the bag with X-ray or metal detectors are one step harder.	Rare	€100
Thermal insulation coating	Armour and vests	Tests to spot the wearer with thermal imaging devices are one step harder.	Rare	€400
Waterproof housing	Electronic devices	Tests using the device in wet conditions or underwater are one step easier.	Common	€80
Hand-crank charging unit	Devices with batteries	The device can be operated without an external power source.	Common	€60
Shielding sleeve	Electronic devices	Tests to use the device after an EMP attack are one step easier.	Rare	€300
Signal amplifier	Radios	Tests to communicate over long distances with the radio are one step easier.	Common	€120

- **Stab protection insert.** A flexible insert made of several layers of aramid, which is pushed into the designated pockets of the vest. The insert only works when it is properly seated in the vest.
- **Camouflage cover.** A cover made of matt, colour-adjustable fabric that breaks up the contours of the armour. It is worn over the vest and makes it harder to spot at a distance.
- **Lead lining.** A sewn-in lead fabric that dampens radiation and makes detection by scanners more difficult. It is often used by couriers transporting sensitive cargo.
- **Thermal insulation coating.** A sprayed-on or applied layer that reduces the body's heat radiation. It originates from military reconnaissance and is hardly available on the civilian market.
- **Waterproof housing.** A tightly sealing housing with silicone seals that reliably keeps out moisture. After the modification, the device also survives heavy rain without failure.
- **Hand-crank charging unit.** A small crank with a generator that fits into the device pouch and supplies power when needed. Loud, but independent of sockets and batteries.

- **Shielding sleeve.** A sleeve made of conductive fabric that acts as a Faraday cage and diverts electromagnetic pulses. It is mainly used for radios and laptops.
- **Signal amplifier.** A small module that is connected between the antenna and the device and increases the transmission power. It consumes more power, but reaches significantly further.

D6	What else is lying around in the workshop
1	A silencer without a matching thread.
2	A telescopic sight with a crack in the glass.
3	A bag of lead shot, half full.
4	A hand-crank charging unit that jams.
5	A wooden folding stock, fitting no rifle in the Hold.
6	A note: “Do not touch, Cadet. That goes for you too, quartermaster.”

APPENDIX OVERVIEW

Overview

All 201 items in this book from A to Z, with chapter, section, availability and price. Items that are not for sale are issued by the workshop as service equipment.

Item	Chapter	Section	Availability	Price
40 mm grenade launcher	II	Heavy Weapons	Rare	€2,800
Abseil device with brake	X	Movement and Survival	Common	€200
Adrenaline auto-injector	VII	Medicines	Rare	€80
Air pistol	II	Pistols and Revolvers	Very common	€200
Army revolver	II	Pistols and Revolvers	Rare	€600
Automatic defibrillator	VII	Emergency Medicine	Common	€1,500
Ballistic helmet	IV	Helmets, Shields and Protective Equipment	Rare	€600
Ballistic shield with viewing window	IV	Helmets, Shields and Protective Equipment	Rare	€1,500
Battery-powered winch	X	Movement and Survival	Rare	€1,800
Bayonet	III	Melee Weapons	Rare	€150
Bayonet mount	XI	Modifications for Weapons	Rare	€150
Beanbag round	II	Special Ammunition	Rare	€60 per box
Bipod	XI	Modifications for Weapons	Common	€250
Bite guard arm	IV	Helmets, Shields and Protective Equipment	Common	€350
Blank stamp set	IX	Legends and Papers	Rare	€120
Blood trace spray	V	Evidence Collection	Common	€80
Bola	III	Throwing Weapons	Rare	€400
Bolt gun	II	Pistols and Revolvers	Rare	€350
Bolt-action hunting rifle	II	Rifles, Bows and Crossbows	Common	€900
Bomb disposal suit	IV	Armour and Protective Clothing	Very rare	€5,000
Bone conduction headset	VI	Radio and Communication	Rare	€800
Break-action shotgun	II	Shotguns	Very common	€300
Briefcase with mount for a submachine gun	IX	Hiding Places and Tricks	Rare	€500
Burn gel	VII	First Aid	Common	€30
Business cards for three legends	IX	Legends and Papers	Common	€30
Caffeine tablets	VII	Medicines	Very common	€10
Caltrops	III	Throwing Weapons	Rare	€100
Camouflage cover	XI	Modifications for Armour and Devices	Common	€300
Camouflage net	X	Movement and Survival	Common	€120
Camouflage suit	IV	Armour and Protective Clothing	Common	€400
Chalk dust marker round	II	Special Ammunition	Not for sale	-
Chalk line cart	VIII	Chalk, Lead and Light	Not for sale	-

Item	Chapter	Section	Availability	Price
Chalk marking spray	VIII	Chalk, Lead and Light	Common	€30
Claw knife	III	Melee Weapons	Rare	€200
Climate data logger	V	Measuring and Detecting	Common	€200
Coloured contact lenses	IX	Clothing and Disguise	Common	€40
Compact submachine gun	II	Pistols and Revolvers	Rare	€900
Compass cord with chalk plumb	VIII	Chalk, Lead and Light	Common	€40
Compound bow	II	Rifles, Bows and Crossbows	Common	€600
Compound crossbow	II	Rifles, Bows and Crossbows	Common	€500
Concealed vest	IV	Armour and Protective Clothing	Rare	€800
Contact microphone	V	Observation and Listening	Rare	€350
Cordless drill with core bit	VI	Power and Tools	Common	€300
Cosh	III	Melee Weapons	Rare	€50
Crank radio with lamp	VI	Radio and Communication	Very common	€60
Crowbar	III	Melee Weapons	Very common	€25
Cut-resistant clothing	IV	Armour and Protective Clothing	Common	€600
Death thermometer with table	V	Evidence Collection	Common	€150
Derringer	II	Pistols and Revolvers	Rare	€300
Distraction charge	III	Grenades and Explosives	Very common	€20
Diving gear with compressed air	X	Movement and Survival	Rare	€900
DNA swab set with cool box	V	Evidence Collection	Common	€300
Doctor's coat with stethoscope and name badge	IX	Clothing and Disguise	Common	€70
Door breaching frame	III	Grenades and Explosives	Rare	€500
Door peephole reverser	V	Observation and Listening	Rare	€120
Double rifle	II	Rifles, Bows and Crossbows	Rare	€1,400
Drug and poison rapid test	V	Evidence Collection	Common	€200
Drum shotgun	II	Shotguns	Rare	€1,500
Electric lock pick	VI	Power and Tools	Rare	€700
Electronic hearing protection	IV	Helmets, Shields and Protective Equipment	Common	€250
Emergency bandage with pressure pad	VII	First Aid	Very common	€15
Emergency blanket	VII	First Aid	Very common	€5
Entrenching tool	III	Melee Weapons	Common	€60
Evidence bags with seals	V	Evidence Collection	Very common	€30
Expedition sleeping bag	X	Movement and Survival	Common	€400
Extended magazine	XI	Modifications for Weapons	Common	€200
Field microscope with camera	V	Evidence Collection	Rare	€1,500
Field telephone with cable drum	VI	Radio and Communication	Rare	€350
Fire axe	III	Melee Weapons	Common	€90

Item	Chapter	Section	Availability	Price
Firefighter protective suit	IV	Armour and Protective Clothing	Rare	€800
Flash hider	XI	Modifications for Weapons	Common	€200
Folding bicycle	X	Vehicles	Very common	€400
Folding stock	XI	Modifications for Weapons	Rare	€500
Folding stretcher	VII	First Aid	Common	€150
Forged iron nails	VIII	Salt and Iron	Rare	€120
Gas detector	V	Measuring and Detecting	Common	€250
Gas protection suit	IV	Armour and Protective Clothing	Rare	€900
Geiger counter	V	Measuring and Detecting	Rare	€450
Grappling hook with throwing line	X	Movement and Survival	Common	€150
Ground-penetrating radar	V	Measuring and Detecting	Rare	€2,500
Guitar case with compartment for a rifle	IX	Hiding Places and Tricks	Rare	€400
Hand-crank charging unit	XI	Modifications for Armour and Devices	Common	€60
Hard-core ammunition	II	Special Ammunition	Very rare	€200 per magazine
Helmet with miner's lamp	X	Movement and Survival	Common	€150
High-vis vest and clipboard	IX	Clothing and Disguise	Very common	€30
Hollow bolt	VI	Power and Tools	Common	€40
Hollow-point ammunition	II	Special Ammunition	Rare	€90 per magazine
Indoor drone	V	Observation and Listening	Rare	€1,800
Inflatable boat with outboard motor	X	Vehicles	Common	€3,200
Infrasound detector	V	Measuring and Detecting	Rare	€1,800
Infusion set with saline solution	VII	Emergency Medicine	Common	€40
Iron bolt	VIII	Salt and Iron	Common	€40
Iron chain with padlock	VIII	Salt and Iron	Common	€50
Iron filings	VIII	Salt and Iron	Common	€15
Iron fragmentation grenade	III	Grenades and Explosives	Not for sale	-
Iron knife	III	Melee Weapons	Rare	€250
Iron-core ammunition (workshop)	II	Special Ammunition	Not for sale	-
Key impression case	VI	Power and Tools	Rare	€120
Knuckle duster	III	Melee Weapons	Rare	€30
Laser aiming module	XI	Modifications for Weapons	Rare	€600
Laser microphone	V	Observation and Listening	Rare	€2,800
Laser thermometer	V	Measuring and Detecting	Common	€150
Lead apron	VIII	Chalk, Lead and Light	Rare	€300
Lead coat	IV	Armour and Protective Clothing	Rare	€1,200
Lead foil roll	VIII	Chalk, Lead and Light	Common	€120
Lead lining	XI	Modifications for Armour and Devices	Rare	€100
Lead seal set	VIII	Chalk, Lead and Light	Common	€150

Item	Chapter	Section	Availability	Price
Lever-action rifle	II	Rifles, Bows and Crossbows	Common	€1,100
Light machine gun	II	Heavy Weapons	Rare	€1,500
Machete	III	Melee Weapons	Common	€40
Magnesium flash round	II	Special Ammunition	Not for sale	-
Magnesium hand flare	VIII	Chalk, Lead and Light	Rare	€40
Magnetic brush and fingerprint powder	V	Evidence Collection	Common	€120
Magnetic signs for car doors	IX	Legends and Papers	Common	€150
Marching compass with map case	X	Movement and Survival	Common	€80
Metal detector	V	Measuring and Detecting	Common	€350
Mirror probe	V	Observation and Listening	Common	€60
Molotov cocktail	III	Grenades and Explosives	Very common	€10
Motor scooter	X	Vehicles	Very common	€1,800
Motorcycle suit	IV	Armour and Protective Clothing	Rare	€600
Mouldable splint	VII	First Aid	Common	€25
Net launcher	II	Heavy Weapons	Rare	€1,100
Night vision attachment for the telescopic sight	XI	Modifications for Weapons	Very rare	€1,800
Night vision binoculars	V	Observation and Listening	Rare	€2,200
Off-road motorcycle	X	Vehicles	Common	€8,500
Over-and-under shotgun	II	Shotguns	Common	€1,200
Oxygen cylinder with mask	VII	Emergency Medicine	Common	€300
Painkiller auto-injector	VII	Medicines	Rare	€60
Personal defence weapon	II	Rifles, Bows and Crossbows	Very rare	€1,800
Petrol generator	VI	Power and Tools	Common	€450
Phone extraction device	VI	Data and Networks	Rare	€900
Phosphorus incendiary ammunition	II	Special Ammunition	Rare	€120 per magazine
Plate carrier	IV	Armour and Protective Clothing	Rare	€1,200
Pocket revolver	II	Pistols and Revolvers	Common	€450
Portable radio (pair)	VI	Radio and Communication	Very common	€80
Protective visor	IV	Helmets, Shields and Protective Equipment	Common	€80
Radio motion sensor set	V	Measuring and Detecting	Rare	€600
Red dot sight	XI	Modifications for Weapons	Common	€250
Rubber bullet	II	Special Ammunition	Rare	€80 per magazine
Salt blower	VIII	Salt and Iron	Not for sale	-
Salt grenade	III	Grenades and Explosives	Not for sale	-
Salt sack 25 kg	VIII	Salt and Iron	Very common	€25
Salt tape	VIII	Salt and Iron	Common	€15
Salt-wax slug	II	Special Ammunition	Not for sale	-

Item	Chapter	Section	Availability	Price
Sawn-off side-by-side shotgun	II	Shotguns	Rare	€700
Secure USB stick	VI	Data and Networks	Rare	€200
Sedative tablets	VII	Medicines	Common	€20
Self-loading pistol .45	II	Pistols and Revolvers	Rare	€800
Self-loading rifle 7.62 mm	II	Rifles, Bows and Crossbows	Rare	€1,800
Service pistol .40	II	Pistols and Revolvers	Common	€550
Shielding pouch	VI	Data and Networks	Common	€150
Shielding sleeve	XI	Modifications for Armour and Devices	Rare	€300
Short police shotgun	II	Shotguns	Rare	€1,100
Side-handle baton	III	Melee Weapons	Common	€120
Signal amplifier	XI	Modifications for Armour and Devices	Common	€120
Signal lamp with Morse key	VI	Radio and Communication	Common	€180
Signal smoke	III	Grenades and Explosives	Common	€100
Small-bore rifle	II	Rifles, Bows and Crossbows	Very common	€400
Small-calibre pistol .22	II	Pistols and Revolvers	Common	€500
Snowmobile	X	Vehicles	Rare	€12,000
Snowshoes with avalanche transceiver	X	Movement and Survival	Common	€350
Soft iron handcuffs	VIII	Salt and Iron	Not for sale	-
Soft iron shot	II	Special Ammunition	Common	€40 per box
Speargun	II	Rifles, Bows and Crossbows	Rare	€800
Spotting scope with tripod	V	Observation and Listening	Common	€250
Spray bottle with brine	VIII	Salt and Iron	Very common	€10
Stab protection insert	XI	Modifications for Armour and Devices	Common	€250
Stab vest	IV	Armour and Protective Clothing	Common	€600
Stab-proof gloves	IV	Helmets, Shields and Protective Equipment	Common	€120
Subsonic ammunition	II	Special Ammunition	Rare	€100 per magazine
Sunglasses with rear-view mirror	IX	Hiding Places and Tricks	Rare	€90
Suppressor	XI	Modifications for Weapons	Common	€300
Surgical suture set	VII	Emergency Medicine	Common	€120
Sword cane	III	Melee Weapons	Very rare	€500
Tape recorder	V	Observation and Listening	Common	€300
Tear gas grenade	III	Grenades and Explosives	Common	€150
Telephoto camera	V	Observation and Listening	Common	€1,400
Telescopic baton	III	Melee Weapons	Common	€80
Telescopic sight	XI	Modifications for Weapons	Common	€400
Theatrical make-up for wounds and scars	IX	Clothing and Disguise	Common	€50
Thermal insulation coating	XI	Modifications for Armour and Devices	Rare	€400

Item	Chapter	Section	Availability	Price
Thermite grenade	III	Grenades and Explosives	Rare	€300
Throwing net	III	Throwing Weapons	Rare	€500
Tourniquet	VII	First Aid	Common	€30
Trace lamp with colour filters	V	Evidence Collection	Rare	€900
Tracer ammunition	II	Special Ammunition	Rare	€70 per magazine
Uniform of a parcel service without a real name	IX	Clothing and Disguise	Rare	€200
Used estate car	X	Vehicles	Very common	€6,000
UV flash grenade	III	Grenades and Explosives	Not for sale	-
UV glow sticks	VIII	Chalk, Lead and Light	Common	€15
UV light chain	VIII	Chalk, Lead and Light	Rare	€180
UV weapon light from the workshop	XI	Modifications for Weapons	Not for sale	-
UV work light	VIII	Chalk, Lead and Light	Common	€250
Waders	X	Movement and Survival	Common	€250
Waterproof housing	XI	Modifications for Armour and Devices	Common	€80
Wax seal with salt core	VIII	Salt and Iron	Not for sale	-
Weapon light	XI	Modifications for Weapons	Common	€150
Wi-Fi directional antenna	VI	Data and Networks	Common	€100
Wig set with adhesive	IX	Clothing and Disguise	Common	€60
Work clothes of the municipal utilities	IX	Clothing and Disguise	Rare	€180
Workman’s overall with legend print	IX	Clothing and Disguise	Common	€80

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